



# AMIGA

SEPTEMBER 1990 \$2.95  
ISSN 1077-1110  
A COMDEX PUBLICATION

THE COMPLETE GUIDE TO THE AMIGA

## WHO YA GONNA CALL?

### ALL MOD COMMS

Amiga  
Modems  
explained



GREMLIN'S UTOPIA  
THE PERFECT GAME?



DELUXE PAINT 4  
SPECIAL TUTORIAL



MAGIC POCKETS  
THE BISHOPS GET CUTE

## NO DISK ATTACHED?

ASK YOUR NEWSAGENT

contains  
**VIRUS  
KILLER**

WIN A VIDEO WALKMAN

HOW TO CHEAT AT ANIMATION  
• ISOLAND • ALIEN STORM •  
HEAD OVER HEELS • ROBIN  
HOOD • THE SIMPSONS • THE  
FUTURE OF RPG • GENITIZER  
• MEGALOMANIA • LOTUS 2  
• THE GODFATHER • FINAL  
FIGHT • 8-PAGE PG SECTION  
AMOS COMPILER • WORD-  
WORTH • WHIRLWIND  
BROOKER • GAUNTLET 3 •





# The new HAM-supporting DeluxePaint® IV will do more than turn a few heads.

It will also turn them inside out, upside down, spin them on an axis, or metamorphose them into hairy rock stars before you can say "Ta-daahhhhh!"



With Hold And Modify (HAM) video mode, DeluxePaint IV offers a staggering 4096 colours. This means gradients that are smoother, more versatile and easier to define.

Not only can you paint in HAM, you can animate in it, too. Imagine brilliant images, rendered in 4096 colours, moving effortlessly across the screen.

DeluxePaint IV makes animation easy for you. The special LightTable feature allows you to review the last frame of animation while previewing the next.

Or choose two different images – say a caterpillar and a butterfly – and DeluxePaint IV will carry out an amazing metamorphosis between them in as many frames as you wish.

All these features are directed from a new video-style Animation

Control that makes animating as easy as pressing a button.

So whether painting or animating, you can now achieve smooth, seamless effects of unbelievable subtlety.

But don't take our word for it. Steve Franklin, Managing Director of Commodore Business Machines, described DeluxePaint IV as "a stunning innovation and probably the best software package for this market".

Available 27th September 1991

£29.99



**ELECTRONIC ARTS**

1 ELECTRONIC ARTS DRIVE • SUITE 100 • REDWOOD CITY, CALIFORNIA 94063  
TEL: (415) 966-6000 FAX: (415) 966-6001

**TO UPGRADE:** from previous versions: 1) DeluxePaint IV will be free of charge to you if you mail in a cheque or postal note for credit card details (including expiry date) to the Forces Sales Representative at Electronic Arts Ltd. 2) An upgrade from DeluxePaint IV to DeluxePaint IV+ costs £10.00 and from £10.00, call 0711 569442 for details of this and the special volume offers with help you make the most of DeluxePaint IV.











# AMIGA

## CONTENTS

### EDITOR

Don Jones

### ART STAFF

Andrew Small

### DESIGN EDITOR

Tim Ringle

### TECHNICAL EDITOR

Ken Goodall

### FIELD REPORT

Mark Roberts

### CONSUMER CORRESPONDENT

Mark Smith

### ENTERTAINMENT EDITOR

Paul Mackay

### REVIEWER

Joseph Wood

### ADVERTISING MANAGER

Tim Shuter

### ADVERTISING SALES REPRESENTATIVE

David Carr

### REMARKS/

### RECOMMENDED READING

Steve Hall

### PRODUCTION

Geoff Wilson

### CONSUMER CORRESPONDENT

Chris de Vries

### CONTRACTOR/COVER

Wiley Jones

20-18 Paragon Lane,  
London, EC2C 3BAJ  
Tel: 071 255 4400  
Fax: 071 255 4405  
Postcode: EC2C 3BAJ  
Tel: 071 255 4400  
Fax: 071 255 4405  
Postcode: EC2C 3BAJ  
Tel: 071 255 4400  
Fax: 071 255 4405  
Postcode: EC2C 3BAJ

Subscription: PO Box 100, London  
W1P 9AA

Telephone: Tel: 071 255 4400  
Cable: Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405

Web: Tel: 071 255 4400  
Fax: 071 255 4405  
Tel: 071 255 4400  
Fax: 071 255 4405



## SPECIALS

**33 WHO TA GONNA CALL...** Under the Road Works  
Communicate with the rest of the world using your Amiga and a  
modem - we take a look at what's on offer

**36 HOW TO CHEAT AT ANIMATION** Plenty of  
Plotscopes Animation made easy with this novel new system

**38 DELUXE 4-MATIONS** A simple beginner's guide to  
the mighty intricacies of Deluxe IV

**153 SPREAD THE WORD** The Write Stuff The Pargol  
and Wordworth wordprocessing packages are pitted against  
each other



Portrait the Elitist Kid in Paragon's  
Green game.

## REGULARS

- 6 BUZZ
- 14 CU COLLECTION
- 20 BACKCHAT
- 42 FIRST IMPRESSIONS
- 46 IN DEVELOPMENT
- 110 VFM
- 118 PLAY TO WIN
- 124 HELPLINE
- 132 DEMOS
- 143 PD UTILITIES
- 146 Q&A
- 164 SUBSCRIPTIONS
- 175 NEXT MONTH

## THE DISK

**GRAVITY WARS** - boldly go where no  
man has gone before, and blast the  
bad guys apart!

**Q&A** - not for the more timid  
amongst you. Solve this if you can!

**TRIX** - a variant of an old time, and  
every bit as addictive as the original.

**CALL DA WINDS** - just the thing for  
mocking those annoying vint.

**FOOTER ANIMATION** - brighten up your  
pointer with this handy animation  
tool.

**RETROSCOPE DEMO** - see Bart here,  
see Bart again!

**THE OF THE MONTH** - a haunting and  
inspired pipe melody.

ABC

100%  
100% 100%

100% 100% 100%





You will miss the family, Mr. Groening, and tonight's real headliner: Amiga! CD-ROM.



## GAMES

57 *Gremlin's Utopia* leads the way this month, garnering a massive 94% in the process and knocking all other 'Dirty' games out of the picture. The rest of the crop are every bit as impressive as we present the first reviews of *Magic Pockets*, *Mega Lo Mania*, *Rodland*, *Head Over Heels*, and *Alien Storm*. Also on offer are the likes of *Final Fight*, *Nebulus II*, *Gunfight II*, and *The Simpsons*.

## TECHNICAL

### 163 Pure Genius

The Genius Graphics Tablet unveils its many options, as Matt Groening puts it to the test.

### 168 Ink-Redible

At less than £300, Fujitsu's DL900 is the latest addition to the busy printer world. Can it compete?

### 171 Sound Advice

The difficult world of sample editing is entered and all the answers to your problems revealed.

### 177 Think Again

The Amiga's uses are forever expanding. CU is there at the forefront of its educational purposes.

## COMPETITIONS

Win a robot arm from Think!  
Win dozens of copies of AMOS  
Compiler from Mandrake.  
And win loads of Bonanza Brothers  
goodies from U.S. Gold.



Now the Gauntlet with all that's new in the world.



*Utopia* takes the Amiga by storm, but its supporting cast is nearly the most impressive we have seen for months. *Rodland*, *Mega Pockets*, *Final Fight*, *Nebulus II*, and *Head Over Heels* all make their Amiga debuts as we bring you the definitive reviews on them all — and more!

## REVIEWS

- 58 UTOPIA
- 63 BONN HOOD
- 66 RODLAND
- 71 JIMMY WHITE'S SHOOKER
- 74 MAGIC POCKETS
- 77 THE SIMPSONS
- 80 NEBULUS II
- 83 ALIEN STORM
- 86 CRUISE FOR A CORPSE
- 90 HEAD OVER HEELS
- 92 BLADE WARRIOR
- 97 FINAL FIGHT
- 99 EXECUTIONER
- 100 GAUNTLET III
- 102 MEGA LO MANIA
- 105 EXILE
- 105 CHARGE OF THE LIGHT BRIGADE
- 107 3D BILLIARDS
- 107 SIMULATOR
- 107 STRIKER MANAGER



# BUZZ

EGES show

cancelled...

Commodore plan

slimmed, enhanced

sound chips...

'Life' 'Life to

Became a quacker...

Crack! Rock 2 on

the way... World's

amazing PC

printer is here...

## CHIP CHAT

It is rumored that Commodore are set to bring the Amiga well into the 90s with a super-enhanced 68030 and image sound chips.

Despite official denials, Commodore is expected to start shipping Workbench 2.0 chips next month, with new features including CompuGraphic (scalable) font support. It is likely to cost between £50-£60 with software retailing at £30 upwards. The cost is more than double the existing Workbench 1.3 chip, but the rumored enhancements are thought to be worth it.

Commodore is also refusing to confirm or deny existence of a new 16-channel sound chip dubbed the 'Super Gary'. The two stereo sound channels deliver eight voices each, making it one of the most powerful sound chips on the home market.

If the chip materializes it will make the Amiga's sound more than a match for the Archimedes, and will make professional audio engineers a real possibility.

There are no details as to price or release date for either chip, but we'll bring you more information as it surfaces.



## ECES CANCELLED

Due to circumstances beyond our control, the consumer side of this year's EGES show has been cancelled. There will be two trade days as usual, but these will NOT be open to the general public.



This decision has not been taken lightly - but support has been less-than-enthusiastic from an industry which has been hit by recession. At the end of the day it was felt that there simply wouldn't be enough exhibitors present to offer you, the reader, value-for-money.

Those who purchased their tickets in advance will be contacted and given refunds.

## LISTEN VERY CAREFULLY...

Listen very carefully. I shall say this only once. Hence, Yoda, Han Solo and other characters from the hit BBC comedy series *Alio*. Alio will be up to their comic capers in a new game from Alternative Software.

Alternatives, who specialise in character toonery - other name games for them have been *Thomas the Tank Engine*, *Court Duck*, *Popeye* and *Scary and Gory* - will be releasing the game in October or November (price £7.99). To coincide with a new series of the show.

And guess what the game is about? Yes, those crazy French people with the silly accents will be on a quest to find the painting of the Fables. Malcom with the Big Doghouse!

Alternatives have also tied up another BBC license: *Playdays*, the preschool children's show. It will be released on their educational label Friendly Learning (price £19.99), and features The Wiggles, a character from the show. If both with the Dogs are successful, the game may even turn up on TV around Christmas.





## NUKE 'EM UP

Millennium are currently working on a game which they claim will let *Sam Clay* go for it.

As yet untried, the game is set on a planet whose inhabitants suffer from a personal complex in they smash their enemies with whatever weapons they can produce — and the object is to build up your empire (in) annihilation. As your technology improves, the proverbial weapons of mass destruction can be created although using them will attract a similar response.

This type of game is becoming increasingly popular with the advent of *Megatech*, *Populous II* and *Sam Clay* (whether or not Millennium can hold their own in a rapidly crowding market remains to be seen).



can hold their own in a rapidly crowding market remains to be seen.

## ROCK ON

The prototype rockers is due to enter into the year of *Clash* (Rock).

The game is currently only at the storyboard stage, with its preliminary concept currently incorporating the *Blizzard* style game treatment. The team responsible for the original *Clash* game will be working on the sequel, and are aiming to make it more like a platform game to give it a slightly different feel. It's pitched in for a mid-'92 release.

## IN THE STARS

*Perseid Storm* the unofficial sequel to the massively successful *Shadow Islands* is being produced by Cohen. The original *Islands* coin-op was a huge hit in Japan, although it never caught on in Europe. His news of the development team has been announced. The game already exists on the PC/Engine but is expected to appear elsewhere only on 16-bit home computer.

*Perseid Storm* has been announced for an Easter release although it seems unlikely that it will be programmed by *Shadow Islands* team *Hyperloid*.



**FLAG** Ian Hasting and Simon Cooke, the team that brought you *The Lost Patrol* are currently devising a more action oriented romp for *Gremlin*. Full of ya old world charm, *Flag* sets two villages battle it out over attractive isometric 3D backdrops. An village leader, you have roughly 100 powerful soldiers or workers to capture the enemy's flag. Should you build protective walls or conscript your villagers into all-powerful army?



## SIEGEMASTER



Complete more than one hundred tasks before confronting an evil lord lurking deep within his castle — that's the quest in *Vulcan Publishing's Siegemaster*, a 3D isometric fantasy role-playing game.

You can lead a party of up to ten warriors, lay siege to ten castles and battle with goblins, elves, orcs and barbarians. The game is due for release in late September. Price £29.95.

## HARLEQUIN

Do you fancy something a little bit strange for your playing pleasure? *Harlequin* promises to be one of the most all-out platform games ever released. The main character not only has the ability to transform into a angel fish, he also likes to bounce around on a 'Space Hopper'. *Harlequin* has over 20 levels of fun with multi-national parallel working effects running at a super smooth 25 frames per second.



## INTERNATIONAL SPORTS CHALLENGE

We may not have had a summer this year but that doesn't prevent you from getting some summer exercise. *International Sports Challenge* from *Empire* features 10 sports — swimming, cycling, show jumping, diving, shooting and a handful, and a total of 27 events ranging from 100 metres freestyle swimming to rapid fire pistols on the shooting range.

## VIDEO KID

Couch potatoes beware: your new VCR is just itching to suck you into a world filled with dangerous aliens and nasty monsters. *VideoKid* is again into low worlds covering every B movie genre you've ever encountered — including spydroids, gangsters, and horror. Luckily, *Gremlin* will be offering you a vast array of weaponry to blast your way out of this tricky feature film. The colourful visuals of *VideoKid* are a product of fancy graphics routines with no noticeable speed loss.



## DAIMONSGATE

Prepare your party and pack up your pistols for *Gremlin* and *Imaginos* to answer to the ultra series of fantasy role playing adventures. *Daimonsgate* is the largest game of its genre yet seen according to the sales pitch. *Clash* *Amiga* won't really know until we actually battle the demons, hordes and carnage with more than one hundred intelligent characters in a future issue. Until then, feast thy eyes on yonder screenshots.



## THE SHOE PEOPLE

Now to six year olds it's really *First Class*. The release introduces basic learning concepts and casts through the use of the *Shoe People*, an endearing bunch of cartoon characters from TV. These are a total of six activities such as *Timmy Wots His Favourite* (what's your favourite shape, colour and word). *The Great Alphabet* (bobby for word and letter recognition) and *Margie's Magic Colouring Book*. *Shoe People* is out now.



# Ultima VI

The False Prophet

## MINDSCAPE

For your local dealer, contact: Mindscape International Ltd,  
The Coach House, Hooklands Estate, Souderton Hill, West Sussex BN17 7WJ  
Tel: 0444 831 781



### AT LAST

The Ultima saga continues on the Amiga and Atari TT available now, priced

£39.95

Over 6000 3D objects allow an extraordinary world with can't be wrong!

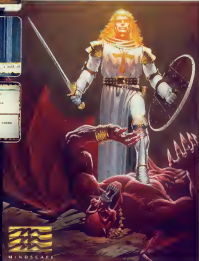
For all the latest product information call

0444 831 781. Calls charged at 14p per minute off peak and 43p per minute at peak times.

**ORIGIN**  
We create worlds.



MINDSCAPE





# BUZZ



## MY WORD!

Digit Interactive's plan to release an upgrade of its Wordworth word processing package after this month. Wordworth 1.1's new features will include page numbers and "thesaurus" features, allowing up to eight pages to be displayed on screen. It will cost £125 and Digit will be our testing registered users about the upgrade. The original Wordworth package is reviewed in this issue of *CU Amiga* on page 124.

Meanwhile, Digit plans to release the complete new *Heavy Weapons Fire* edition, price £94.99, which they claim will feature many features new to home console packages. Digit are not yet far enough in a letter from

# SCROLL ON...

Prepare to destroy your physics in yet another star-mazing space epic! What is being touted as the "fastest scrolling shoot 'em up" is set for an autumn release.

*Galaxian* from Electronic Zoo is designed to unbalance the most stalwart arcade fan. The programmers are aiming to create a massive army of aliens. The game features five levels, lock-on weapons and of level guardians, digitised speech and special two-player mode.

The programming team, *Galaxian* is new to the Amiga scene. David Mariner, 22, was made redundant some six months ago and decided it was time to program his own game. He teamed up with graphics man John Mitchell. The result is this game due out later this year.



## CUTTING LOOSE

If you have always fancied a wire-free infrared joystick but have been put off by the price - most sell for over £40 - check out Spectravideo's 'Freedom Connection', which sells for just £19.95.

It comes in two units, one plugs into your Amiga, the other fits into your joystick. You can then wander about while still playing and not be restricted to staying within a few feet of your computer.

The money you save can then be spent on an over-priced 400k battery to power the infrared unit.

Meanwhile, Spectravideo is distributing the American *Gravitech* in the UK and Europe. The *Gravitech* has a full-sized joystick, a four-button control, three independent fire buttons, and is available with a black or translucent base, price at £39.95.



## SUSPICIOUS CARGO

With *Colonel Sherbrooke* Hunter their collective 1991 call. Hunter are taking liberties with the world of speed and its love with a British period adventure.

Over four years in the making, *Colonel Cargo* is the debut game from a couple of young programmers working for the company. This fast adventure is reviewed in our 120 (optional base control) and a few sub-games dubbed 'Interactive puzzles' where you roam a ship which encounters a *Chargen Master* or *Colonel* (and) *Intercept*. There will also be a few (optional) of other goodies who walk the line between being helpful and robbing your pocket out.

Along with *Intercept* this is set of a departure for *Gravitech* release recent products have all been fast-paced action games.



## COCK-UP CORNER

In the August 1991 issue of *CU Amiga* we wrongly stated that the *Blues Brothers* music and game were property of Britishbrother International, the game and it's copyright are, in fact, property of Titus.



## DRIVE TIME

Getting to publish 19 in the *CU Amiga* is looking compared to the growing *Park to Drive* only the background is there a final frame.

The game is taken from driving a big four engine, which is a classic arcade action in the past. Although it offered no new technical features, the action was fast and you got plenty of play for 20p the essential ingredients for a successful arcade game.

*Big Four* debut drive is due this Christmas.



# BUZZ

## DIGITAL EARACHE

Now from the American creators at Perfect Sound comes Audition 4: a dedicated sample edit and effects pack.

Audition 4 graphically represents samples which can then be expanded, closed up or cut and pasted. Its sequenced step facility lets you create longer tracks with fewer samples. That saves on memory and is extremely handy to those without extra memory.

New to sample editing packages is a powerful feature: allowing a sample to be run through different effects without changing it. Effects such as echo, reverb and timing can be altered while playing to create really tricky effects.

To be released in late September, complete with a £49.99 price tag.

## MICRO-PRINT

Citizens have unveiled their latest, and the world is smallest, A4 printer.

The PM48 Notebook weighs in at just 1.17Kg, including batteries and is only four mm thicker than the paper itself. It comes with two built-in fonts, OT2 Times Roman and OT2 Courier, both of which are in different sizes and styles, such as bold, italicised and letters. The printer can output at 50 characters per second at letter quality. The battery has an extended life of 25-30 A4 pages, although a six-hour stint in a recharger takes it back to full power. Another feature of the PM48 is its quiet operation, running at a mere 46 Db. All you need now is a portable Amiga to go with it.

The PM48 comes with a two-year warranty and a £229 price. It should be in the shops now.



## KIXX OFF

US Gold have unveiled the next

wave of budget releases on their Kixx label.

The best is *Rainbow Arts' Turmoil*, a multi-directional scrolling shoot 'em up. Also wing that in *Composers*, a 3D tank game also by *Rainbow Arts*. Also in line for re-release is *Vivid Images' Hammerfist*.

## SCRUM-TE-TUM

As the old game goes, rugby is a sport played by men with funny balls. That may be the case, but Amiga rugby aims to hit on the ground, a fact which *Scrums* are not to change.

*Rugby World Cup* is based around the highlight of the rugged calendar: The cup looks England, Ireland, Wales, Australia, New Zealand, West Samoa, Fiji, Italy and Canada, battling it out to take the sport's most prestigious title.

The game will feature tactics: tools, scrums, tries, line-outs and the usual impact of rily head-bolting that occurs whenever two teams meet. The pitch is viewed from overhead, with the screen showing up to one fifth of the play area at any one time. To qualify for the finals you first have to win six of seven fixtures up

among a group of four teams. *Rugby World Cup* on the Amiga is due to hit the shelves some September.



## FOUR-PLAY

Technic Plus have come up with the perfect package for social Amiga users.

For £29.99 you get four Quackshot 101's, an interface that lets you connect them all to your Amiga. Plus *Tennis Tour 2* and *Manchester United Europe*. All you need now's some leisure and messages are added to create your own computer party.

Also from Technic Plus is the Complete Amiga Extra's pack. In this you get a mouse mat, mouse holder, dust cover and a copy of *Amos*. These, and other packs will be going on sale at the EDCS show this September.

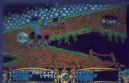


**A**fter astoundingly converting both Gauntlet and Gauntlet II into home computer formats, U.S. Gold has teamed up with Software Creations and have created an inspired version of the popular arcade quest. Purposely avoiding the over-the-top violence favored by the first two games, Gauntlet II opts for a focused perspective view, with the game's colorful landscapes depicted in all their 3D glory. In keeping with the busy gameplay of the original games, all the old elements are there: ghosts, treasure chests, food ration, dragons, and good old Death in all his money-stealing glory. In addition, though, Gauntlet II sports more of a quiet than its predecessors, and rather than simply blasting their way to the end of a stage, the player must collect special objects and return

them to their rightful place to help their own progress.

Opening with a stunning Tom Pollin Genesis-squeal tune, eight weapons are offered for your selection. According to the scenario, the distant world of Capes and its many lands have rapidly fallen at the hands of evil and demon king. Working with the Isadora king, dome and Panastonia, one by one the planet's major cities fell, overtaken by the demon's spectral hordes. Thus, expanding upon the original's four characters, Gauntlet II offers eight warriors, all of whom is the chief of their particular land. So, after sooting from their solemn as demons as Repture, Thyn the Volatile, the Ice-ble, and Maris the Wizard, the battle begins.

Each land is depicted as a



Each of the many lands are inhabited by a range of deadly creatures. In addition, they prove more modified on the later stages, and are back up more strongly the weapons.

recessive, much directionally-venturing area, populated by the ever-present medieval genre-bots of the first games in terms of graphical style, Gauntlet II is clearly ahead of its predecessors, and

somewhat Software Creations have managed to incorporate the swarms of spikes associated with the original game with the extremely smooth scrolling. Additionally, it also sports more ground and

# GAUNTLET





# SCREEN SCENE



Walter and the border were given a makeover and have to be attacked again to find a safe crossing.



The first stage requires the use of the wall to solve a 'key' problem.

## RUNNING THE GAUNTLET

Appearing in its second time slot since 1994, Gauntlet brought RPG adventures to the masses. With four brave adventurers — Tyrus the Barbarian, Gaunter the Mage, Martin the Wizard, and Thor the Barbarian — a quartet of game players could join forces and take on the might of a castle's inhabitants. The game was basically an extension of the shoot 'em up theme, but also incorporated RPG ideas, such as Wizards possessing more magic power than, say, the Barbarians, whereas the Barbarians were better at hand-to-hand fighting. The main aim of the endless mission was to collect as much gold and jewelry as possible, whilst escaping the clutches of ever-gripping creatures which inhabited dungeons. Gems and, of course, Death. And even if the player's character did survive, a better one might be created from the defeated fighter. A sequel appeared to exist in one of the corners of the original, but didn't really boast a great deal of additions over its predecessor. An excellent conversion of this sequel is available on G.D. Gold's Xbox budget label and is well worth a buy.



Shooting, Walter and the border were given the look of Gauntlet.



The discontinued sequel appears to be a pretty big disappointment.

## GAUNTLET BY THE



Walter and the border were given the look of Gauntlet.

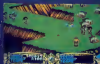
# GAUNTLET III



background. And then there's before, adding to the game's appeal and atmosphere immeasurably. As the two characters wander across the levels, the aforementioned tasks must be completed. The majority of these involve the collection of certain objects, and a dismembered head will more often appear offering valuable advice of what to do next. As these missions are duly completed, more of the game opens up to the player, and by mistake and

the proceedings, and give the game a sense of a purpose, yet somehow it still comes across as... well, third. There's no faulting the game's presentation as both the graphics and the sound especially are impressive. However, in the all-around gaming stakes, Gauntlet III seems to be lacking that ever-elusive something worth a look, but by no means an essential addition to the collection.

Steve Murrett



It doesn't seem with which to show the power of Gauntlet III's play, but it's difficult.

Power is a daunting task. Having a heavy field is a heavy field, in this case, it's a heavy field. Power is a daunting task. Having a heavy field is a heavy field, in this case, it's a heavy field. Power is a daunting task. Having a heavy field is a heavy field, in this case, it's a heavy field.

Although Gauntlet III is a major advancement over the first two, both in the style and gameplay stakes, it still seems a little dated. The notion of the 'task' does add a degree of urgency to

US \$9.95 £34.95

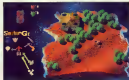
6 A great arcade game that looks engagingly...

GRAPHICS	80%
SOUND	94%
LASTABILITY	80%
PLAYABILITY	82%

OVERALL 80%



# megamania



**Samurai** - a god from  
**Island** - a flag, red  
Island - a god from  
Island - a god from  
Island - a god from  
Island - a god from  
Island - a god from  
Island - a god from  
Island - a god from



**S**ince the creation a couple of years back of *Blazing a Peppercorn* a number of games have appeared which take their inspiration from its power-centric blend of strategy and environmentalism. What started off as a straightforward idea to put together a multi-directional strategic shoot' em up where the table between the player's Megamania, developed through its two year programming period into just such a game. But to dammit, it is a single clone battle, on the game's popularity would be to miss the large amounts of original thinking and creative polish that have gone into its making.

Megamania is about power. The scenario concerns a group of intergalactic gods vying for overall control of nebular worlds in the outer reaches of the solar system. It is a test in control between them as to who

controls the planet. This takes the form of timed control which begins in preliminary and ends before the final battle in 2001.

The game is divided into nine invasions or epochs composed of three islands each, the aim being to assert your control gradually through the ages. Secure all three islands and you move onto the next epoch. These islands often contain as many as three other gods attempting the same thing when you play, so winning becomes a careful application of time, men and resources.

If the scores are a little close then don't believe it, because Megamania rightly becomes a frantic battle of survival first, and expansion second.

Once you're into the game, fighting through island by island, you effectively remain on one screen. All that changes are the units

which allow you to build weapons, create defenses and employ the increasingly sophisticated technology at your disposal. You're given a hundred men to conquer your island although the aim is to waste as few as possible, keeping them in reserve for the final bitter hand-to-hand slaughter (known as the Mother Of All Battles) that all makes the game.

The key to progression in Megamania is employing the resources to their opti-



more effectiveness. You begin in the first epoch with a fortress which you must first ensure is effectively



# SCREEN SCENE



Choose an island to begin your campaign that displays the most... any amount of them to prevent the opposition late colonization.

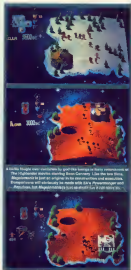


around the screen listing each other. The graphics are simple but absorbing to watch and... most importantly simple to use with the some easily understood line) employed.

It is the sound, though, which really puts the icing on the game. Given the caliber of effects or speech go for the limit, because these are a plethora of phrases and exclamations from your opponents which are funny and useful for transmitting messages from the ordinary get in the factory to the cry of 'It's all over!' when you've put an opponent to the sword.

As an inventive and witty rendition of the paper-to-stone-to-iron game, *MightyMoria* is a masterpiece. All right, its little men clanks and clatters of pre-arranging all sorts. *Populous* and *Pharaoh* might, but these are so much more to this than simple entertainment. If you haven't got the power I strongly advise you go out and get it. Worth its weight in gold.

Mike Patterson



defended in case someone tries to do to you what you fully intend to do unto them. Their task completed you've then got to create some more weapons so you can attack your opponent's fortresses. The anthology of your disposal to begin with is crude: common fare of spears and rocks, but as you progress the treasures that allow you to mine a variety of ores which you can use in factories and laboratories to gradually synthesize anything from cannons to biological flying saucers and nuclear missiles. As you move through various territories to your fortresses and the men you employ

change the water from cave-man through axes. Rivers, Moons, kilobaths, WWI troopers, WWII troops... right up to the present day and beyond.

The key to victory is to constantly improve upon your technology by dissipating your forces in mines, factories and labs while ensuring you have enough troops to do the dirty work.

*MightyMoria* is a skillful blend of wit, strategy and strategy which would be a little more often associated with those kind of games. Instead you can watch the conflict unfold as hundreds of little men run

## SENSIBLE SOFTWARE

The long-haired den of Dave Peters and John Evers burst onto the 16-bit gaming scene with *Planet of the Apes* in the September 1989. Followed a year later with *Galactic* on the C64. They rapidly became one of the most sought after programming teams and produced games like *Monopoly* *Power* and *SD* *Power*. They're best remembered for *Whisker*, an original blend of chess, fan speed strategy that's gone down as a classic.

They were joined for the *MightyMoria* project by Colin Douglas who graduated from producing business programs including BDP and system software, to programming the sophisticated thinking behind the great concept.

*Sensible's* last project, also in approximately a month is a welcome support to *Whisker* *Planet of the Apes* a new of *Whisker*, but has't expect a whole update on the original.



## MINIEMSOFT £30.00

A skilled blend of both weapons and strategy

GRAPHICS	80%
SOUND	95%
LASTABILITY	91%
PLAYABILITY	92%

OVERALL 92%







# STRIKER MANAGER

**A**s the new football season looms, there are vital questions to be answered.

Will Luca a manager depart these shores in search of football? Will Arsenal once again be knocked out of the FA Cup by the mighty Spurs? And finally, will Striker Manager share with the public?

The answers to these burning questions are, I predict, yes, yes and pass.

Football games broadly fall into two categories: the first



available job they have made of it.

First of Striker Manager is simplicity to play. Everything is seen controlled from one

screen. Then, allows you to access all manner of squad details, transfers, financial details, league tables and results etc.

Interpreted with the brain, such are accurate highlights of the matches. Of course, live feeds of several strategic decisions. But these sports are not riveting what the game is about.

Secondly, I can capsize the hot spot of the team at Sheffield Wednesday on Division Two. But Lady Luca deserted me and the loss and I found an interesting negotiation battle.

Still, it's a early days and I'm using the mite for my experience are promoters. But I will leave it to work with the team and player value and make a few changes.

If like me, you fall miserably there's the chance to skip the country and take part in any one of 16 European leagues with a total choice of 300 teams, plus European Cup, UEFA and National Cup matches.

Unfortunately, Striker Manager may disappear without many people noticing. It is not sufficiently different to stand out. And the fact that it's not branded with a big name from the world of football management.

Paul Beagham



Guide your team all the way to the top of the league or not least, make them pleased in the very depths of Division Four.

D & H GAMES £24.99

Highly competent and accessible strategy game

GRAPHICS	65%
SOUND	65%
LASTABILITY	80%
PLAYABILITY	82%

OVERALL 73%

# BILLIARDS II SIMULATOR

**T**elevision has been responsible for increasing up the image of snooker in recent years. It's not very long ago that to watch you played snooker in billiards and worse still, went to a club to play was to almost admit to having a shady and decidedly dodgy lifestyle. It's a wonder what a fall in its rating could do to improve your image.

In billiards II, Billiardmania have chosen to present the game with a very plain image. All this, missing colours and facilities. Imagine a billiard club on the borders of a vast wooded park, minutes from the club. It certainly makes a change from the days when most snooker halls seemed to be above Burton's the butchers.

Here you are given a choice of three types of games: French billiards which uses three balls, American billiards is 10 ball game, and Paternoster billiards basically a snooker of ten games played on a odd shaped table.

Choice of game is made through a screen called the reception hall where you click on one of these doors to access the required version. You can also select one or two-player or training selections from



Easy to use controls make Billiards II fun to play.

the screen. Once the selection is made you have the option to show the colour of your money and tell on the outcome of the game.

Taking control is fairly simple. Click on the cue ball and the cue appears as a straight line. This can be moved around to get the desired shot. Once the position has been selected an icon known as the English indicator appears. Click why it's called this remains a mystery, but it allows you to put spin on the cue ball, and to decide the power of the stroke. Once selected, the stroke is carried out.

During play you can also access a series of score to take position and table position, among many other options, plus an option to use play in 3D.

And that's basically it. The rest is up to your skillful play. Would-be pool hall masters and pot shot heroes should check it out.

INFOGAMES £29.99

In the billiards sim which will test your skill

GRAPHICS	69%
SOUND	68%
LASTABILITY	71%
PLAYABILITY	72%

OVERALL 70%





**PREMIER MAIL ORDER**

<sup>1</sup>Values were based on the mean and standard deviation of the mean for each of the categories.

Address correspondence to: J. A. Jansen, Department of Psychology, University of Amsterdam, PO Box 157, 1000 AA Amsterdam, The Netherlands. E-mail: j.a.jansen@uva.nl

David C. Pitt, Technology Ltd., 8 Rockwell Sq., Forest Hills, New York, 11375, USA.

Please state make and model of computer when ordering. **F&F Inc.** **UK** on orders over £5.00, less than £5.00 and Europe add £1.50 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available **Mail order only**. Telephone orders: non-UK.

Source: *Times*, 12 February 1989, p. 1. *Financial Times*, 12 February 1989, p. 1.

[illegible]

## References

<i>Quintopora setigera</i> .....	14.0
<i>Quintopora nigropunctata</i> .....	10.0
<i>Quintopora</i> sp. 1 .....	1.0
<i>Quintopora</i> sp. 2 .....	14.0
<i>Quintopora</i> sp. 3 .....	1.0
<i>Quintopora</i> sp. 4 .....	1.0
<i>Quintopora</i> sp. 5 .....	1.0
<i>Quintopora</i> sp. 6 .....	1.0
<i>Quintopora</i> sp. 7 .....	1.0
<i>Quintopora</i> sp. 8 .....	1.0
<i>Quintopora</i> sp. 9 .....	1.0
<i>Quintopora</i> sp. 10 .....	1.0
<i>Quintopora</i> sp. 11 .....	1.0
<i>Quintopora</i> sp. 12 .....	1.0
<i>Quintopora</i> sp. 13 .....	1.0
<i>Quintopora</i> sp. 14 .....	1.0
<i>Quintopora</i> sp. 15 .....	1.0
<i>Quintopora</i> sp. 16 .....	1.0
<i>Quintopora</i> sp. 17 .....	1.0
<i>Quintopora</i> sp. 18 .....	1.0
<i>Quintopora</i> sp. 19 .....	1.0
<i>Quintopora</i> sp. 20 .....	1.0
<i>Quintopora</i> sp. 21 .....	1.0
<i>Quintopora</i> sp. 22 .....	1.0
<i>Quintopora</i> sp. 23 .....	1.0
<i>Quintopora</i> sp. 24 .....	1.0
<i>Quintopora</i> sp. 25 .....	1.0
<i>Quintopora</i> sp. 26 .....	1.0
<i>Quintopora</i> sp. 27 .....	1.0
<i>Quintopora</i> sp. 28 .....	1.0
<i>Quintopora</i> sp. 29 .....	1.0
<i>Quintopora</i> sp. 30 .....	1.0
<i>Quintopora</i> sp. 31 .....	1.0
<i>Quintopora</i> sp. 32 .....	1.0
<i>Quintopora</i> sp. 33 .....	1.0
<i>Quintopora</i> sp. 34 .....	1.0
<i>Quintopora</i> sp. 35 .....	1.0
<i>Quintopora</i> sp. 36 .....	1.0
<i>Quintopora</i> sp. 37 .....	1.0
<i>Quintopora</i> sp. 38 .....	1.0
<i>Quintopora</i> sp. 39 .....	1.0
<i>Quintopora</i> sp. 40 .....	1.0
<i>Quintopora</i> sp. 41 .....	1.0
<i>Quintopora</i> sp. 42 .....	1.0
<i>Quintopora</i> sp. 43 .....	1.0
<i>Quintopora</i> sp. 44 .....	1.0
<i>Quintopora</i> sp. 45 .....	1.0
<i>Quintopora</i> sp. 46 .....	1.0
<i>Quintopora</i> sp. 47 .....	1.0
<i>Quintopora</i> sp. 48 .....	1.0
<i>Quintopora</i> sp. 49 .....	1.0
<i>Quintopora</i> sp. 50 .....	1.0
<i>Quintopora</i> sp. 51 .....	1.0
<i>Quintopora</i> sp. 52 .....	1.0
<i>Quintopora</i> sp. 53 .....	1.0
<i>Quintopora</i> sp. 54 .....	1.0
<i>Quintopora</i> sp. 55 .....	1.0
<i>Quintopora</i> sp. 56 .....	1.0
<i>Quintopora</i> sp. 57 .....	1.0
<i>Quintopora</i> sp. 58 .....	1.0
<i>Quintopora</i> sp. 59 .....	1.0
<i>Quintopora</i> sp. 60 .....	1.0
<i>Quintopora</i> sp. 61 .....	1.0
<i>Quintopora</i> sp. 62 .....	1.0
<i>Quintopora</i> sp. 63 .....	1.0
<i>Quintopora</i> sp. 64 .....	1.0
<i>Quintopora</i> sp. 65 .....	1.0
<i>Quintopora</i> sp. 66 .....	1.0
<i>Quintopora</i> sp. 67 .....	1.0
<i>Quintopora</i> sp. 68 .....	1.0
<i>Quintopora</i> sp. 69 .....	1.0
<i>Quintopora</i> sp. 70 .....	1.0
<i>Quintopora</i> sp. 71 .....	1.0
<i>Quintopora</i> sp. 72 .....	1.0
<i>Quintopora</i> sp. 73 .....	1.0
<i>Quintopora</i> sp. 74 .....	1.0
<i>Quintopora</i> sp. 75 .....	1.0
<i>Quintopora</i> sp. 76 .....	1.0
<i>Quintopora</i> sp. 77 .....	1.0
<i>Quintopora</i> sp. 78 .....	1.0
<i>Quintopora</i> sp. 79 .....	1.0
<i>Quintopora</i> sp. 80 .....	1.0
<i>Quintopora</i> sp. 81 .....	1.0
<i>Quintopora</i> sp. 82 .....	1.0
<i>Quintopora</i> sp. 83 .....	1.0
<i>Quintopora</i> sp. 84 .....	1.0
<i>Quintopora</i> sp. 85 .....	1.0
<i>Quintopora</i> sp. 86 .....	1.0
<i>Quintopora</i> sp. 87 .....	1.0
<i>Quintopora</i> sp. 88 .....	1.0
<i>Quintopora</i> sp. 89 .....	1.0
<i>Quintopora</i> sp. 90 .....	1.0
<i>Quintopora</i> sp. 91 .....	1.0
<i>Quintopora</i> sp. 92 .....	1.0
<i>Quintopora</i> sp. 93 .....	1.0
<i>Quintopora</i> sp. 94 .....	1.0
<i>Quintopora</i> sp. 95 .....	1.0
<i>Quintopora</i> sp. 96 .....	1.0
<i>Quintopora</i> sp. 97 .....	1.0
<i>Quintopora</i> sp. 98 .....	1.0
<i>Quintopora</i> sp. 99 .....	1.0
<i>Quintopora</i> sp. 100 .....	1.0

## PLASMA DISCS

[illegible]

100 : 1.5" 20000	100
100 : 1.5" 20000	100
100 : 1.5" 20000	100
100 : 1.5" 20000	100

1000

1. 1977-1978	1. 1978	1. 1978
2. 1978-1979	2. 1979	2. 1979

# LOOM

**Now Only**  
**£11.99**

1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 26

## 113.1 12.05 16.1.19

POWERDRIVE  
BARDSTALE 2  
FLOOD  
KEEP THE THE  
INTERCEPTOR  
PROJECTILE  
IN STOCK

## SPECIAL ADVERTISING SECTION

JAMES FUND  
NOVEMBER 1999

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 10

SWOARD  
OF SODAN  
ONLY \$9.99

100

**GREENGLASS 2  
NOW ONLY  
\$99.99**



# THE CHARGE of THE LIGHT BRIGADE



**F**rom great military decisions, great patriotic propaganda is made. And so an appalling blunder which resulted in British cavalry charging a Russian gun battery led Alfred, Lord Tennyson to mythologizing the incident in poetry. Of the 500 men of the Light Brigade who started out to ride the on- and a quarter mile to the guns, just 50

made it. The bravery was of the highest calibre. The carnage was appalling.

The setting is the Battle for Balaclava in 1854, part of the Crimean War, where 25,000 Russian troops attempted to take control of the army from an outnumbered Allied force of British, French, and Turkish forces.

The focus part of the game depending on which side you take, is for the Russians to take control of the area and for the Allies to repulse the Russian advances and regain control of Balaclava and the Crimean Heights.

The four main parts of the battle are covered: The Charge of the Light Brigade, The Charge of the Heavy Brigade, The Battle of the Redoubts. The battlefield covers an area of six by three miles over which you can control the destiny of more than 40,000 men, 14 allied troop types and four Russians. Each type has five attributes - attack and defense strength, morale, power, morale and number of men in unit.

Troops are deployed by computer graphics. Impressions call them "squadrons." I wouldn't go that far, but they add to the atmosphere of battle. Players can also



score tactical and strategic maps to plot and chart the course of the battle.

I have never had much patience with war games in the past, but this version has made a very accessible strategy game. Utilizing the same game as plan as action, the highly customized battle is first, Charge of the Light Brigade can't instantly satisfy. You get out what you put in. And that may take some time.

Paul Bogdanow

## IMPRESSIONS £29.99

A quality war game which also has visual impact

GRAPHICS	65%
SOUND	62%
LASTABILITY	76%
PLAYABILITY	80%

OVERALL 71%

# EXILE

**H**is was the worst kind of villain: a tall, dark man whose gigantic intellect had been driven to the dark side.

Physically, he compared with the insects and bodies of his hairless victims. But don't jump to conclusions. This man does not work for an advertising agency. No, he is a genetic engineer, known by the name of Truss.

Originally converted and exiled into the endless void of space, Truss has set up base in the caves and tunnels of the planet Phobos, surrounding Mars' moons.

As you arrive on Phobos, Truss strikes the first blow, stealing your space ship's destination, equipment and if you are to ever escape the planet, unarmed, except for your wits, you descend to the planet.

Once again we find ourselves facing a powerful mind genius, bent on domination. Unfortunately, Exile is depressingly familiar

in concept, plot and game play. However, a remains an impossible way to spend a few idle moments.

Once on the planet you can walk, or use your backpack to zip about, exploring, invading Truss's

and creations. The ultimate aim is to find his laboratory where he is creating a race of insect creatures designed to invade the universe, and destroy it.

Weapons - grenades, a bullet firing gun, the P3030 Blaster and Plasma Gun - can be found, stored and used when necessary and they are they vital when the going gets rough.

A nice touch when venturing into unknown territory is the ability to recover, hitting the R key stores the position. Later, if things get too hot to handle, you can hit the T key and teleport back to the remembered spot to rethink your strategy.

Exile is an extremely playable game, but it is not a vision of the future, most an afterthoughts tribute to tired and trusted game formulae of yesterday.

Paul Bogdanow



## AUDIOGENIC £35.99

Enjoyable but predictable game concept

GRAPHICS	70%
SOUND	68%
LASTABILITY	70%
PLAYABILITY	71%

OVERALL 70%





# C & N Computers Amiga Public Domain



254 High Street, Chalfont, Kent, ME4 4NR. Orderline 0834-851870

1988

## Music Section

- C080c Sonus No 1
- C080d Sonus No 2
- C080e Sonus No 3
- C080f Sonus No 4
- C080g Sonus No 5
- C080h Sonus No 6
- C080i Sonus No 7
- C080j Sonus No 8
- C080k Sonus No 9
- C080l Sonus No 10
- C080m Sonus No 11
- C080n Sonus No 12
- C080o Sonus No 13
- C080p Sonus No 14
- C080q Sonus No 15
- C080r Sonus No 16
- C080s Sonus No 17
- C080t Sonus No 18
- C080u Sonus No 19
- C080v Sonus No 20
- C080w Sonus No 21
- C080x Sonus No 22
- C080y Sonus No 23
- C080z Sonus No 24
- C081a Sonus No 25
- C081b Sonus No 26
- C081c Sonus No 27
- C081d Sonus No 28
- C081e Sonus No 29
- C081f Sonus No 30
- C081g Sonus No 31
- C081h Sonus No 32
- C081i Sonus No 33
- C081j Sonus No 34
- C081k Sonus No 35
- C081l Sonus No 36
- C081m Sonus No 37
- C081n Sonus No 38
- C081o Sonus No 39
- C081p Sonus No 40
- C081q Sonus No 41
- C081r Sonus No 42
- C081s Sonus No 43
- C081t Sonus No 44
- C081u Sonus No 45
- C081v Sonus No 46
- C081w Sonus No 47
- C081x Sonus No 48
- C081y Sonus No 49
- C081z Sonus No 50
- C082a Sonus No 51
- C082b Sonus No 52
- C082c Sonus No 53
- C082d Sonus No 54
- C082e Sonus No 55
- C082f Sonus No 56
- C082g Sonus No 57
- C082h Sonus No 58
- C082i Sonus No 59
- C082j Sonus No 60
- C082k Sonus No 61
- C082l Sonus No 62
- C082m Sonus No 63
- C082n Sonus No 64
- C082o Sonus No 65
- C082p Sonus No 66
- C082q Sonus No 67
- C082r Sonus No 68
- C082s Sonus No 69
- C082t Sonus No 70
- C082u Sonus No 71
- C082v Sonus No 72
- C082w Sonus No 73
- C082x Sonus No 74
- C082y Sonus No 75
- C082z Sonus No 76
- C083a Sonus No 77
- C083b Sonus No 78
- C083c Sonus No 79
- C083d Sonus No 80
- C083e Sonus No 81
- C083f Sonus No 82
- C083g Sonus No 83
- C083h Sonus No 84
- C083i Sonus No 85
- C083j Sonus No 86
- C083k Sonus No 87
- C083l Sonus No 88
- C083m Sonus No 89
- C083n Sonus No 90
- C083o Sonus No 91
- C083p Sonus No 92
- C083q Sonus No 93
- C083r Sonus No 94
- C083s Sonus No 95
- C083t Sonus No 96
- C083u Sonus No 97
- C083v Sonus No 98
- C083w Sonus No 99
- C083x Sonus No 100

All public domain disks are virus checked with the latest version of the Master virus killer. Any virus found in virus on one of our disks please let us know and it will be removed from the disk.

## Amiga Public Domain Prices

Prices vary on how many disks are needed to make a program work. In many cases disks need 2 or more disks to work these are called sets.

Single disks £1.75 each  
Two disk sets £2.25 per 2 disk set  
Three disk sets £2.75 per 3 disk set  
Four disk sets £3.25 per 4 disk set

## Min order 5 disks

Many disks are in the collection too many disks to list here. Last order date 1990.

## Utility Section

- C084a Disk 1 to above
- C084b Disk 2 to above
- C084c Disk 3 to above
- C084d Disk 4 to above
- C084e Disk 5 to above
- C084f Disk 6 to above
- C084g Disk 7 to above
- C084h Disk 8 to above
- C084i Disk 9 to above
- C084j Disk 10 to above
- C084k Disk 11 to above
- C084l Disk 12 to above
- C084m Disk 13 to above
- C084n Disk 14 to above
- C084o Disk 15 to above
- C084p Disk 16 to above
- C084q Disk 17 to above
- C084r Disk 18 to above
- C084s Disk 19 to above
- C084t Disk 20 to above
- C084u Disk 21 to above
- C084v Disk 22 to above
- C084w Disk 23 to above
- C084x Disk 24 to above
- C084y Disk 25 to above
- C084z Disk 26 to above
- C085a Disk 27 to above
- C085b Disk 28 to above
- C085c Disk 29 to above
- C085d Disk 30 to above
- C085e Disk 31 to above
- C085f Disk 32 to above
- C085g Disk 33 to above
- C085h Disk 34 to above
- C085i Disk 35 to above
- C085j Disk 36 to above
- C085k Disk 37 to above
- C085l Disk 38 to above
- C085m Disk 39 to above
- C085n Disk 40 to above
- C085o Disk 41 to above
- C085p Disk 42 to above
- C085q Disk 43 to above
- C085r Disk 44 to above
- C085s Disk 45 to above
- C085t Disk 46 to above
- C085u Disk 47 to above
- C085v Disk 48 to above
- C085w Disk 49 to above
- C085x Disk 50 to above
- C085y Disk 51 to above
- C085z Disk 52 to above
- C086a Disk 53 to above
- C086b Disk 54 to above
- C086c Disk 55 to above
- C086d Disk 56 to above
- C086e Disk 57 to above
- C086f Disk 58 to above
- C086g Disk 59 to above
- C086h Disk 60 to above
- C086i Disk 61 to above
- C086j Disk 62 to above
- C086k Disk 63 to above
- C086l Disk 64 to above
- C086m Disk 65 to above
- C086n Disk 66 to above
- C086o Disk 67 to above
- C086p Disk 68 to above
- C086q Disk 69 to above
- C086r Disk 70 to above
- C086s Disk 71 to above
- C086t Disk 72 to above
- C086u Disk 73 to above
- C086v Disk 74 to above
- C086w Disk 75 to above
- C086x Disk 76 to above
- C086y Disk 77 to above
- C086z Disk 78 to above
- C087a Disk 79 to above
- C087b Disk 80 to above
- C087c Disk 81 to above
- C087d Disk 82 to above
- C087e Disk 83 to above
- C087f Disk 84 to above
- C087g Disk 85 to above
- C087h Disk 86 to above
- C087i Disk 87 to above
- C087j Disk 88 to above
- C087k Disk 89 to above
- C087l Disk 90 to above
- C087m Disk 91 to above
- C087n Disk 92 to above
- C087o Disk 93 to above
- C087p Disk 94 to above
- C087q Disk 95 to above
- C087r Disk 96 to above
- C087s Disk 97 to above
- C087t Disk 98 to above
- C087u Disk 99 to above
- C087v Disk 100 to above

## Games

- C088a Disk 1 to above
- C088b Disk 2 to above
- C088c Disk 3 to above
- C088d Disk 4 to above
- C088e Disk 5 to above
- C088f Disk 6 to above
- C088g Disk 7 to above
- C088h Disk 8 to above
- C088i Disk 9 to above
- C088j Disk 10 to above
- C088k Disk 11 to above
- C088l Disk 12 to above
- C088m Disk 13 to above
- C088n Disk 14 to above
- C088o Disk 15 to above
- C088p Disk 16 to above
- C088q Disk 17 to above
- C088r Disk 18 to above
- C088s Disk 19 to above
- C088t Disk 20 to above
- C088u Disk 21 to above
- C088v Disk 22 to above
- C088w Disk 23 to above
- C088x Disk 24 to above
- C088y Disk 25 to above
- C088z Disk 26 to above
- C089a Disk 27 to above
- C089b Disk 28 to above
- C089c Disk 29 to above
- C089d Disk 30 to above
- C089e Disk 31 to above
- C089f Disk 32 to above
- C089g Disk 33 to above
- C089h Disk 34 to above
- C089i Disk 35 to above
- C089j Disk 36 to above
- C089k Disk 37 to above
- C089l Disk 38 to above
- C089m Disk 39 to above
- C089n Disk 40 to above
- C089o Disk 41 to above
- C089p Disk 42 to above
- C089q Disk 43 to above
- C089r Disk 44 to above
- C089s Disk 45 to above
- C089t Disk 46 to above
- C089u Disk 47 to above
- C089v Disk 48 to above
- C089w Disk 49 to above
- C089x Disk 50 to above
- C089y Disk 51 to above
- C089z Disk 52 to above
- C090a Disk 53 to above
- C090b Disk 54 to above
- C090c Disk 55 to above
- C090d Disk 56 to above
- C090e Disk 57 to above
- C090f Disk 58 to above
- C090g Disk 59 to above
- C090h Disk 60 to above
- C090i Disk 61 to above
- C090j Disk 62 to above
- C090k Disk 63 to above
- C090l Disk 64 to above
- C090m Disk 65 to above
- C090n Disk 66 to above
- C090o Disk 67 to above
- C090p Disk 68 to above
- C090q Disk 69 to above
- C090r Disk 70 to above
- C090s Disk 71 to above
- C090t Disk 72 to above
- C090u Disk 73 to above
- C090v Disk 74 to above
- C090w Disk 75 to above
- C090x Disk 76 to above
- C090y Disk 77 to above
- C090z Disk 78 to above
- C091a Disk 79 to above
- C091b Disk 80 to above
- C091c Disk 81 to above
- C091d Disk 82 to above
- C091e Disk 83 to above
- C091f Disk 84 to above
- C091g Disk 85 to above
- C091h Disk 86 to above
- C091i Disk 87 to above
- C091j Disk 88 to above
- C091k Disk 89 to above
- C091l Disk 90 to above
- C091m Disk 91 to above
- C091n Disk 92 to above
- C091o Disk 93 to above
- C091p Disk 94 to above
- C091q Disk 95 to above
- C091r Disk 96 to above
- C091s Disk 97 to above
- C091t Disk 98 to above
- C091u Disk 99 to above
- C091v Disk 100 to above

## Graphics Section

- C092a Disk 1 to above
- C092b Disk 2 to above
- C092c Disk 3 to above
- C092d Disk 4 to above
- C092e Disk 5 to above
- C092f Disk 6 to above
- C092g Disk 7 to above
- C092h Disk 8 to above
- C092i Disk 9 to above
- C092j Disk 10 to above
- C092k Disk 11 to above
- C092l Disk 12 to above
- C092m Disk 13 to above
- C092n Disk 14 to above
- C092o Disk 15 to above
- C092p Disk 16 to above
- C092q Disk 17 to above
- C092r Disk 18 to above
- C092s Disk 19 to above
- C092t Disk 20 to above
- C092u Disk 21 to above
- C092v Disk 22 to above
- C092w Disk 23 to above
- C092x Disk 24 to above
- C092y Disk 25 to above
- C092z Disk 26 to above
- C093a Disk 27 to above
- C093b Disk 28 to above
- C093c Disk 29 to above
- C093d Disk 30 to above
- C093e Disk 31 to above
- C093f Disk 32 to above
- C093g Disk 33 to above
- C093h Disk 34 to above
- C093i Disk 35 to above
- C093j Disk 36 to above
- C093k Disk 37 to above
- C093l Disk 38 to above
- C093m Disk 39 to above
- C093n Disk 40 to above
- C093o Disk 41 to above
- C093p Disk 42 to above
- C093q Disk 43 to above
- C093r Disk 44 to above
- C093s Disk 45 to above
- C093t Disk 46 to above
- C093u Disk 47 to above
- C093v Disk 48 to above
- C093w Disk 49 to above
- C093x Disk 50 to above
- C093y Disk 51 to above
- C093z Disk 52 to above
- C094a Disk 53 to above
- C094b Disk 54 to above
- C094c Disk 55 to above
- C094d Disk 56 to above
- C094e Disk 57 to above
- C094f Disk 58 to above
- C094g Disk 59 to above
- C094h Disk 60 to above
- C094i Disk 61 to above
- C094j Disk 62 to above
- C094k Disk 63 to above
- C094l Disk 64 to above
- C094m Disk 65 to above
- C094n Disk 66 to above
- C094o Disk 67 to above
- C094p Disk 68 to above
- C094q Disk 69 to above
- C094r Disk 70 to above
- C094s Disk 71 to above
- C094t Disk 72 to above
- C094u Disk 73 to above
- C094v Disk 74 to above
- C094w Disk 75 to above
- C094x Disk 76 to above
- C094y Disk 77 to above
- C094z Disk 78 to above
- C095a Disk 79 to above
- C095b Disk 80 to above
- C095c Disk 81 to above
- C095d Disk 82 to above
- C095e Disk 83 to above
- C095f Disk 84 to above
- C095g Disk 85 to above
- C095h Disk 86 to above
- C095i Disk 87 to above
- C095j Disk 88 to above
- C095k Disk 89 to above
- C095l Disk 90 to above
- C095m Disk 91 to above
- C095n Disk 92 to above
- C095o Disk 93 to above
- C095p Disk 94 to above
- C095q Disk 95 to above
- C095r Disk 96 to above
- C095s Disk 97 to above
- C095t Disk 98 to above
- C095u Disk 99 to above
- C095v Disk 100 to above

Graphics disk £1.50 inc P&H. Contains some free PD with disk. Orders taken 24hrs a day on the answerphone payment via Access or Visa or mail order payment by postal order or cheque made payable to C & N COMPUTERS. Orders despatched within 24hrs (Mon-Sat). Phone orders despatched Mon if given on Sundays.







# MAUPITI island

US  
**4**  
9-OR  
Final  
Grand

**TWO D'OR  
CANAL +  
1990**



"COMPLEX, REWARDING  
MYSTERY FOR THE  
INDEPTH ADVENTURERS"  
THE ONE

## MAUPITI ISLAND-

Will capture your imagination with its realistic sound effects, flowing music and beautiful graphics. It will absorb your full attention for countless hours as you discover this romantic paradise island, keeping you in suspense until you have solved the many mysteries and clues in this first class whodunnit.



## ABDUCTION, MYSTERY, AND SUSPENSE...

"Everything began with the cyclone's arrival. So we headed for the safety of MAUPITI Island. When we arrived I immediately knew that there would be a twisted embrace. A very heated embrace."

Another mystery for Jerome LANGE  
WHO KIDNAPPED MARY?

**DISTRIBUTED BY UBISOFT PHONE NO. 0252-860299**



# RAMBO

It's really tough shooting action with that classic Rambo train-down hero. John Rambo. The first mission is set in a stage like foot-and-a-half-sized arena. Here must rescue his colleague, Colonel Trautman, who is slowly being tortured to death in the last various weapons and objects must be picked up in order to complete the game. Apart from shooting and shooting enemy soldiers, Rambo also has



some puzzles which add depth and interest to the game. There are not too many on the basis, as they are fairly logical riddles to uncover. For example, keys can be used to open buildings and are electrified

and can be opened safely with a rubber glove.

In stage two, Rambo's boss is reaching clearing point as he is required to deactivate bombs. A strange scenario surely. Doesn't the appeal of Rambo lie in him being all brawn and no brains? To activate these, Rambo gets back to normal where a feature Rambo acquires a link and sets about blowing everything in sight. The graphics and music in Rambo II are truly pleasing, although the first eye view of the action is annoying and does nothing to make the player become immersed in the action. Rambo III and Rambo: First Blood are up and that in where it appeals less bloodthirsty entertainment for the bloodthirsty masses.



THE HIT SQUAD £7.99 OUT NOW 75%

# HOSTAGES

If you've been turned down by the SAS, then playing the game Hostages is the next best thing. An embassy has been overrun by terrorists, and as the head of the Terrorism Intervention Combat Team, you are in control of all operations. There are three marksmen called Delta, Echo and Mike. The aim of the game is to get the hostages and the marksmen out of the building without any loss of life. It's going to be tough, so start with the easiest level. Choose the rank of Lieutenant, and only feel to contend with a small number of hostile terrorists, and who will then you up for the harder missions. The more difficult levels have an increased number of hostages and



Money too tight to mention?  
Bank balance edging further  
into the red? Fear not!  
Fiona Keating takes a monthly  
look at out-price budget and  
compilation games that won't  
burn a hole in your pocket.

terrorists with lightning fast reflexes.

The graphics are excellent, with the masked combat team dodging the searchlights of the bad guys. Roll or crawl along the floor and if you feel that you're being watched, dive into an open window or hole in the dark doorway of the Hot Club bar. Unfortunately, the terrorists' bullets are hard to avoid, so you've no idea if you have been spotted. It's difficult to progress without being shot, but when one of your team enters the Embassy building, spending down the wall is great fun. Exploring the rooms adds depth and excitement to the game. The heart beats faster as you approach the terrorists and attempt to rescue the hostages. Who dares wins! Hostages is a complex and absorbing game. Easy to get involved in and hard to tear yourself away from.



NINE 16 OUT NOW £7.99 84%







# SOFTWARE CITY

Unit 4, B.D.C., 21 Temple Street, Wolverhampton, WY2 4AN.  
Tel: 0902 25384. Fax: 0902 712751

CALL US ON : 24 HOUR CREDIT CARD HOTLINE 0902 25384



## VIDEO GAMES

1001	1002	1003	1004	1005	1006	1007	1008	1009	1010	1011	1012	1013	1014	1015	1016	1017	1018	1019	1020	1021	1022	1023	1024	1025	1026	1027	1028	1029	1030	1031	1032	1033	1034	1035	1036	1037	1038	1039	1040	1041	1042	1043	1044	1045	1046	1047	1048	1049	1050	1051	1052	1053	1054	1055	1056	1057	1058	1059	1060	1061	1062	1063	1064	1065	1066	1067	1068	1069	1070	1071	1072	1073	1074	1075	1076	1077	1078	1079	1080	1081	1082	1083	1084	1085	1086	1087	1088	1089	1090	1091	1092	1093	1094	1095	1096	1097	1098	1099	1100	1101	1102	1103	1104	1105	1106	1107	1108	1109	1110	1111	1112	1113	1114	1115	1116	1117	1118	1119	1120	1121	1122	1123	1124	1125	1126	1127	1128	1129	1130	1131	1132	1133	1134	1135	1136	1137	1138	1139	1140	1141	1142	1143	1144	1145	1146	1147	1148	1149	1150	1151	1152	1153	1154	1155	1156	1157	1158	1159	1160	1161	1162	1163	1164	1165	1166	1167	1168	1169	1170	1171	1172	1173	1174	1175	1176	1177	1178	1179	1180	1181	1182	1183	1184	1185	1186	1187	1188	1189	1190	1191	1192	1193	1194	1195	1196	1197	1198	1199	1200	1201	1202	1203	1204	1205	1206	1207	1208	1209	1210	1211	1212	1213	1214	1215	1216	1217	1218	1219	1220	1221	1222	1223	1224	1225	1226	1227	1228	1229	1230	1231	1232	1233	1234	1235	1236	1237	1238	1239	1240	1241	1242	1243	1244	1245	1246	1247	1248	1249	1250	1251	1252	1253	1254	1255	1256	1257	1258	1259	1260	1261	1262	1263	1264	1265	1266	1267	1268	1269	1270	1271	1272	1273	1274	1275	1276	1277	1278	1279	1280	1281	1282	1283	1284	1285	1286	1287	1288	1289	1290	1291	1292	1293	1294	1295	1296	1297	1298	1299	1300	1301	1302	1303	1304	1305	1306	1307	1308	1309	1310	1311	1312	1313	1314	1315	1316	1317	1318	1319	1320	1321	1322	1323	1324	1325	1326	1327	1328	1329	1330	1331	1332	1333	1334	1335	1336	1337	1338	1339	1340	1341	1342	1343	1344	1345	1346	1347	1348	1349	1350	1351	1352	1353	1354	1355	1356	1357	1358	1359	1360	1361	1362	1363	1364	1365	1366	1367	1368	1369	1370	1371	1372	1373	1374	1375	1376	1377	1378	1379	1380	1381	1382	1383	1384	1385	1386	1387	1388	1389	1390	1391	1392	1393	1394	1395	1396	1397	1398	1399	1400	1401	1402	1403	1404	1405	1406	1407	1408	1409	1410	1411	1412	1413	1414	1415	1416	1417	1418	1419	1420	1421	1422	1423	1424	1425	1426	1427	1428	1429	1430	1431	1432	1433	1434	1435	1436	1437	1438	1439	1440	1441	1442	1443	1444	1445	1446	1447	1448	1449	1450	1451	1452	1453	1454	1455	1456	1457	1458	1459	1460	1461	1462	1463	1464	1465	1466	1467	1468	1469	1470	1471	1472	1473	1474	1475	1476	1477	1478	1479	1480	1481	1482	1483	1484	1485	1486	1487	1488	1489	1490	1491	1492	1493	1494	1495	1496	1497	1498	1499	1500	1501	1502	1503	1504	1505	1506	1507	1508	1509	1510	1511	1512	1513	1514	1515	1516	1517	1518	1519	1520	1521	1522	1523	1524	1525	1526	1527	1528	1529	1530	1531	1532	1533	1534	1535	1536	1537	1538	1539	1540	1541	1542	1543	1544	1545	1546	1547	1548	1549	1550	1551	1552	1553	1554	1555	1556	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567	1568	1569	1570	1571	1572	1573	1574	1575	1576	1577	1578	1579	1580	1581	1582	1583	1584	1585	1586	1587	1588	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599	1600	1601	1602	1603	1604	1605	1606	1607	1608	1609	1610	1611	1612	1613	1614	1615	1616	1617	1618	1619	1620	1621	1622	1623	1624	1625	1626	1627	1628	1629	1630	1631	1632	1633	1634	1635	1636	1637	1638	1639	1640	1641	1642	1643	1644	1645	1646	1647	1648	1649	1650	1651	1652	1653	1654	1655	1656	1657	1658	1659	1660	1661	1662	1663	1664	1665	1666	1667	1668	1669	1670	1671	1672	1673	1674	1675	1676	1677	1678	1679	1680	1681	1682	1683	1684	1685	1686	1687	1688	1689	1690	1691	1692	1693	1694	1695	1696	1697	1698	1699	1700	1701	1702	1703	1704	1705	1706	1707	1708	1709	1710	1711	1712	1713	1714	1715	1716	1717	1718	1719	1720	1721	1722	1723	1724	1725	1726	1727	1728	1729	1730	1731	1732	1733	1734	1735	1736	1737	1738	1739	1740	1741	1742	1743	1744	1745	1746	1747	1748	1749	1750	1751	1752	1753	1754	1755	1756	1757	1758	1759	1760	1761	1762	1763	1764	1765	1766	1767	1768	1769	1770	1771	1772	1773	1774	1775	1776	1777	1778	1779	1780	1781	1782	1783	1784	1785	1786	1787	1788	1789	1790	1791	1792	1793	1794	1795	1796	1797	1798	1799	1800	1801	1802	1803	1804	1805	1806	1807	1808	1809	1810	1811	1812	1813	1814	1815	1816	1817	1818	1819	1820	1821	1822	1823	1824	1825	1826	1827	1828	1829	1830	1831	1832	1833	1834	1835	1836	1837	1838	1839	1840	1841	1842	1843	1844	1845	1846	1847	1848	1849	1850	1851	1852	1853	1854	1855	1856	1857	1858	1859	1860	1861	1862	1863	1864	1865	1866	1867	1868	1869	1870	1871	1872	1873	1874	1875	1876	1877	1878	1879	1880	1881	1882	1883	1884	1885	1886	1887	1888	1889	1890	1891	1892	1893	1894	1895	1896	1897	1898	1899	1900	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912	1913	1914	1915	1916	1917	1918	1919	1920	1921	1922	1923	1924	1925	1926	1927	1928	1929	1930	1931	1932	1933	1934	1935	1936	1937	1938	1939	1940	1941	1942	1943	1944	1945	1946	1947	1948	1949	1950	1951	1952	1953	1954	1955	1956	1957	1958	1959	1960	1961	1962	1963	1964	1965	1966	1967	1968	1969	1970	1971	1972	1973	1974	1975	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------



# ARCADE TRIVIA QUIZ



**A** great chance to test your general knowledge expertise without sending bagging letters to appear on Blackboards. Test not only your panoramic wisdom but also how fast your reflexes are by answering the questions within the time limit. *Arcade Trivia Quiz* is not just for the high minded academic. No sweat! Huge amounts of money can be won as you take in the cash with every correct question you answer. If you manage to answer all the questions in a session, you can go for the big cash run. This is where the stakes can be raised in. Who says it doesn't pay to be a geek? This game brings out the gambler in everybody. A jackpot question allows you the option of doubling your money. The sky is the limit if you wish to go for gold, but will you be a cowardly turtle and cash in your winnings? The topics covered range

from art and literature to sport. They vary from questions on *Wings of Steel* to the birth date of *Beetle Boy*!

The graphics are cartoon style, which blends in with the jolly feel of the game. However, they could be improved as the main, if not the only selling point of the game, are the general knowledge questions. The worst feature is the music. A dreadful noisy nine years plays incessantly throughout the game. Come back, Liberate all a forgotten *Arcade Trivia Quiz* will score in useful for practice at the local pub quiz but unfortunately into site.

**ZEPPELIN GAMES OUT NOW £7.99 68%**

## STACK UP

some design for hours. Among some to choose from are weather symbols or outer

space symbols. The music is one of the best features, a Japanese style tune has a relaxed, cerebral feel. Handling points can become easy if you know how. A vertical line of three will gain 300 points, but going for a diagonal line will credit you with 1,000 points. *Stack Up* not only requires lightning quick reflexes but, to be successful, you need to think quickly to plan your next move. On the bottom left of the screen, the next combination of blocks appears, and on the right second you have to think out the positioning on the main screen. Although *Stack Up* has plenty of depth (it has 22 rounds in each level), it's a game that is either level or locked. It's like an adult version of a baby's building blocks and perhaps that is where *Stack Up*'s appeal lies. It's best at for second child hoards.



**KICK 16 OUT NOW £7.99 64%**







## Amiga 1Mb. POWERPLAY

### PACK 2

HARDWOOD'S BRILLIANT AMIGA 1MB FLIGHT OF THE INTRUDER PACK 2

Technique Amiga and ALL THE EXTRA 5 CONCEPTS WITH WOODS' INTRUDER PACK 2 MAKING AND THE VIDEO COURSE

THE SUPREME PHILIPS (CAMERON) STORIED COLOUR MONITOR



Two Super Spectacular Screen Spectacular Light-A-Mega First Edition Color Game and 16 Months of free warranty can't be put to rest.

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 2



£2629.95

INTRUDER

## Amiga 1Mb. POWERPLAY

### PACK 3

HARDWOOD'S BRILLIANT AMIGA 1MB FLIGHT OF THE INTRUDER PACK 3

Technique Amiga and ALL THE EXTRA 5 CONCEPTS WITH WOODS' INTRUDER PACK 3 MAKING AND THE VIDEO COURSE

THE SUPREME PHILIPS (CAMERON) STORIED COLOUR MONITOR

Two Super Spectacular Screen Spectacular Light-A-Mega First Edition Color Game and 16 Months of free warranty can't be put to rest.

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 3



£834.95

INTRUDER

## Amiga 1Mb. POWERtech

### PACK 4

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 4

Technique Amiga and ALL THE EXTRA 5 CONCEPTS WITH WOODS' INTRUDER PACK 4 MAKING AND THE VIDEO COURSE

THE SUPREME PHILIPS (CAMERON) STORIED COLOUR MONITOR

Two Super Spectacular Screen Spectacular Light-A-Mega First Edition Color Game and 16 Months of free warranty can't be put to rest.

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 4



£579.95

INTRUDER

## Amiga 1Mb. POWERPRO

### PACK 7

HARDWOOD'S BRILLIANT AMIGA 1MB FLIGHT OF THE INTRUDER PACK 7

Technique Amiga and ALL THE EXTRA 5 CONCEPTS WITH WOODS' INTRUDER PACK 7 MAKING AND THE VIDEO COURSE

THE SUPREME PHILIPS (CAMERON) STORIED COLOUR MONITOR

Two Super Spectacular Screen Spectacular Light-A-Mega First Edition Color Game and 16 Months of free warranty can't be put to rest.

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 7



£899.95

INTRUDER

## Apple in Alfreton...

Apple in Alfreton... the only Apple store in the Midlands... the only Apple store in the Midlands... the only Apple store in the Midlands...

Apple in Alfreton... the only Apple store in the Midlands... the only Apple store in the Midlands... the only Apple store in the Midlands...

Apple in Alfreton... the only Apple store in the Midlands... the only Apple store in the Midlands... the only Apple store in the Midlands...

Apple in Alfreton... the only Apple store in the Midlands... the only Apple store in the Midlands... the only Apple store in the Midlands...

Gordon Harwood Computers



Authorised Dealer

HARDWOOD'S BRILLIANT AMIGA 1MB FLIGHT OF THE INTRUDER PACK 7

Technique Amiga and ALL THE EXTRA 5 CONCEPTS WITH WOODS' INTRUDER PACK 7 MAKING AND THE VIDEO COURSE

THE SUPREME PHILIPS (CAMERON) STORIED COLOUR MONITOR

Two Super Spectacular Screen Spectacular Light-A-Mega First Edition Color Game and 16 Months of free warranty can't be put to rest.

A SPECIAL PACK FROM HARDWOOD'S FLIGHT OF THE INTRUDER PACK 7

GORDON HARWOOD HARWOOD HARWOOD

Amiga 1Mb.

POWERPRO

PACK 7

£899.95

INTRUDER

Amiga 1Mb.

POWERtech

PACK 4

£579.95

INTRUDER

Amiga 1Mb.

POWERPLAY

PACK 3

£834.95

INTRUDER











## LEVEL SIX

This is a fairly straightforward level as the main opponents are the Ranker. In contrast they offer few Magic Missiles which are easy to dodge. Their eggs are useful as food although it's wise to save a couple for level seven.

There is an exit wound on this level where possesses some important information. Make sure you collect any items or coppers you find as they are necessary to open up secret passages. To exit the level you need three Diamond Keys, two of which can be found by climbing down pits that lead to small rooms.

## LEVEL SEVEN

The Ranker eggs can be used to bribe the Dwarf Captain at the start of the

level, but the only works once. When it comes to fighting Ghouls, you'll need the Remove Paralysis spell or else you'll find yourself unable to move (a useful trick is to summon them up from a distance with Paralysis and other offensive spells).

A word of warning. Pressure pads activate Fireball launchers – but if you run quickly over them, you'll usually escape unharmed.

It's essential to note that levels six, seven and eight cannot be completed in order. In most cases you must go down, find some traps, and then come back up again elsewhere. Most likely to somewhere you have not been before in one case you will require at least four keys to exit – three of which need to be different.

## LEVEL EIGHT

This stage is populated with fire-breathing Hounds. There are some invisible teleporters (you may have met these before) which can severely hinder your mapping efforts. In the room containing a Hound generator it will seem as if you're trapped so look around carefully for a switch which slides back from a nearby wall.

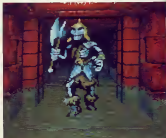
## LEVEL NINE

This level has three tough sections all of which are accessed individually. Two of them are fairly small, containing useful objects and an essential Gemmy container. Make sure you pick up all the coppers as some are special – apart from being Plus One notes, they can also be used as keys.

With more tunnels and Drows than you can shake a magic stick at, Khaled 'Troll's Moll' Howlander, returns from his quest with a devilishly clever solution to Eye of the Beholder's last seven taxing levels.



# EYE OF THE



Prepared to save your maker? This amiable-looking character may later have to be rescued from the power underground, unless you of course could be the answer to subvert him.



Here, too, is an Oracle of Demosing which swallows your Orb of Power. Be on the look-out for fake walls and secret rooms (there should be about three), one of which contains a *Door shield*. Be alert in the Hall of Thieves, as all the goodies you find are very close by.

## LEVEL TEN

Master warriors call this main area into use on this level. They're quick but dumb, so blast them from behind before they see you. But once spotted, they move fast.

Here, you will find Prince Kalgarr and Steve (provided at valuable information). This level does not offer too many problems although the story of the doors marked Pink and Purple. The end from this level is a pit which lies (perhaps) has secret walls. The Ring of Power Fall proves useful when dropping down it.

## LEVEL ELEVEN

The small switches receive the whole of the square. Align it with the doors to reveal an exit in every direction. That Mind Players are tough and can rise



Could this level begin as a longed wish of Jargon? Kalgarr's character as a simple tests some could be the end of your quest. Use all of your character's special abilities to get the outcome you desire.



paralyze from a distance using a *Psychic Blast*. It's best to attack and then move behind a door until their spells wear off.

Many walls move, so keep an eye out for small switches. The *Overrun*, *Healing Potion* (for the King) and the *Orb of Power* are found on this level and can be used at the Oracle of Knowledge. To get to level twelve you need to use the Portal.

## LEVEL TWELVE

The Golems on this level prove to be formidable adversaries and seem to be immune to magic, so it's best to cast spells that will help your two most characters. Numerous secret rooms can be accessed by pushing large, small eggs and jacks at the right locations. Using the three largest rooms makes it easy to get lost and therefore very difficult to map, so put useless objects at the end of every route to mark the way. The Room of the Spheres requires three Orbs of Power.

As for the Beholder, you'll have to wait and attack him for yourself.

# E BEHOLDER



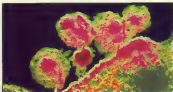
**HINTS AND TIPS** Maps are essential as secret rooms make things confusing. Go on for as little as possible without opening any doors so this large unexplored area does in a minimum. If you really get stuck, bring down a pit then search for a way back up as you may have missed something. Be aware that some pressure pads can be activated from a distance by throwing objects onto them.

When your character's strength is low, you'll find that there's a long wall between clicking on the weapon icon and the character attacking. It's quite tempting to keep clicking on the icon to make things happen faster - needless to say this has no effect.





# BUZZ



## VIRUS BUSTERS

### WHAT IT DOES

When you insert an infected disk to the computer, the virus immediately transfers itself to a rarely accessed area of memory. If then also there previously waiting for it write-enabled disk to be inserted into the disk drive. If it notices one, it checks the boot block of the disk to see if it has already been infected. If it has not been infected, the virus will transfer its own code to the boot block of the disk, ensuring any other boot blocks which may be there.

If it was a DOS format disk that the virus infects, then all is well and good.

The use of a virus killer will easily kill the virus since deleting it both from your disk and the computer's memory. If it was not a DOS format disk, then although a virus killer will eradicate it in the same way as it did with the DOS disk, when the disk became infected, information may have been displaced.

### HELP IS AT HAND

On this month's cover disk, we've included another virus killer which is capable of killing the Revboot virus. Full instructions are provided in The CU Collection, beginning on page 14.

Judging by a few calls we've had this month it seems that, along with the virus killer we gave you with the August issue, on a batch of the disks we also included a genuine virus. Here's what it means to you, and what you can do about it.

If you suspect that your disks have been affected, then don't panic: all is not lost! As the UK's leading Amiga dealer, Silco Systems provide numerous services FREE OF CHARGE to their customers. One of these is a free virus killer and checking service. This has been extended to all CU Amiga readers who only need to send their suspect disks and return address to Silco Systems for a FREE virus check. If any viruses found, Silco will try to recover the data on the disk. For full details of the really services that Silco provide call them on 011 309 1111. Please note though, that CU Amiga cannot be held responsible for disks that are damaged or lost in transit.

Send your disks to:

Virus Returns  
CU Amiga  
Priority Court  
30-32 Farringdon Lane  
London  
EC1R 3AU

All disks must reach us by  
26th September.

### WHAT SORT OF VIRUS IS IT?

- The virus is called the Revenge Boot Loader, also known as Revboot, or Revengeboot.
- It is an old virus that is quite primitive and easy to kill. It can be killed with many utilities including Kill Bo Virus III, Master Virus 2.1 and 2.2, and Pseudo Ops Virus Killer.
- Revboot is a boot block virus, which means that it infects the boot sector of your disks.
- In general, Revboot is not particularly virulent, although it cannot be detected by the the virus killer we installed on last month's disk.





...not to put out within the Holyland community, not the Holyland itself, as a collection in the manner in which I have described.



Silverbird

Copyright and/or permission to reproduce copies of this article is granted by the publisher, Emerald Group Publishing Limited, to libraries and registered users and authorised photocopying agents. Copyright in articles contained in this journal may not be cleared by the publisher. For all other use, permission should be sought from Cambridge or the appropriate copyright owner. Online edition: this article is available at <http://www.emeraldinsight.com/10.1108/JBS-07-2010-0039>

1. **Project Name:** [Project Name]  
 2. **Project Number:** [Project Number]  
 3. **Project Manager:** [Project Manager]  
 4. **Project Sponsor:** [Project Sponsor]  
 5. **Project Start Date:** [Project Start Date]  
 6. **Project End Date:** [Project End Date]  
 7. **Project Status:** [Project Status]  
 8. **Project Description:** [Project Description]  
 9. **Project Objectives:** [Project Objectives]  
 10. **Project Deliverables:** [Project Deliverables]  
 11. **Project Risks:** [Project Risks]  
 12. **Project Budget:** [Project Budget]  
 13. **Project Resources:** [Project Resources]  
 14. **Project Stakeholders:** [Project Stakeholders]  
 15. **Project Communication:** [Project Communication]  
 16. **Project Monitoring:** [Project Monitoring]  
 17. **Project Control:** [Project Control]  
 18. **Project Closure:** [Project Closure]

Telephone: 2-4-0000

**Empire Blue Book** (1988) (E15)

**Empire 2-800-878-6886** **1-877-688-6886**

[illegible]

NEW!

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

[illegible]

...and a 100% guarantee on the entire system.

**081-566 3639**

OFFERS FOR THE BEST IN QUALITY, SERVICE AND PRICE. WE WILL BEAT ANY ADVERTISED PRICE IN THIS MAGAZINE. ALL OUR DISKETTES ARE OF HIGH QUALITY JAPANESE MEDIA.

[illegible]

10	22.99	1.00	23.99
20	42.99	2.00	44.99
30	62.99	3.00	65.99
40	82.99	4.00	86.99
50	102.99	5.00	107.99
60	122.99	6.00	128.99
70	142.99	7.00	149.99
80	162.99	8.00	169.99
90	182.99	9.00	189.99
100	202.99	10.00	209.99

**Buy bulk 100 disks**  
**£38.99** (including postage)

APPLIED CAPSULES			
1/2 Dozen = 60 Capsules	\$2.95	60 Dozen = 720 Capsules	\$27.00
1 Dozen = 12 Capsules	\$5.00	120 Dozen = 1440 Capsules	\$54.00
2 Dozen = 24 Capsules	\$9.95	240 Dozen = 2880 Capsules	\$108.00
3 Dozen = 36 Capsules	\$14.95		

SALES SUMMARY			
1. Total sales volume	1000	1000	1000
2. Total sales revenue	1000	1000	1000
3. Total sales cost	1000	1000	1000
4. Total sales profit	1000	1000	1000
5. Total sales margin	1000	1000	1000
6. Total sales volume	1000	1000	1000
7. Total sales revenue	1000	1000	1000
8. Total sales cost	1000	1000	1000
9. Total sales profit	1000	1000	1000
10. Total sales margin	1000	1000	1000
11. Total sales volume	1000	1000	1000
12. Total sales revenue	1000	1000	1000
13. Total sales cost	1000	1000	1000
14. Total sales profit	1000	1000	1000
15. Total sales margin	1000	1000	1000
16. Total sales volume	1000	1000	1000
17. Total sales revenue	1000	1000	1000
18. Total sales cost	1000	1000	1000
19. Total sales profit	1000	1000	1000
20. Total sales margin	1000	1000	1000

All prices include VST, port and parking in UK. Overseas orders please add  
in telegrams. To order please send a cheque/PO made payable to  
SOFT ENHANCE, INC. CLIFTON ROAD, SOUTH  
NORWICH, IPSWICH IP20 8JA. TEL: 01463 66666  
(24 hours, order line)

and educational system, required  
of every individual's success

[illegible]

USE YOUR PHONE TO LOCATE THE HIDDEN COMPARTMENTS AND YOU'LL WIN ONE OF THE \$50,000

COMMODORE AMIGA 500  
NINTENDO SUPER FAMCOM  
SEGA MEGA DRIVE  
NINTENDO GAME BOY

	3	3	4	5	6	7	8
2ND ROW							
3RD ROW							
4TH ROW							
5TH ROW							
6TH ROW							
7TH ROW							
8TH ROW							

0839 - 121 - 166

5:00 PM 10/1/2013 5:00 PM 10/1/2013 5:00 PM 10/1/2013

## LOGISTICS SOFTWARE A CASH

Year	1994	1995	1996	1997	1998	1999	2000
1994	1995	1996	1997	1998	1999	2000	2001

## INFORMATION LINES

**BEST AIDS JOURNALISM: 0839-121-161**

For information on the best places to shop for computers, cameras, CD/DVDs & peripherals.

BEST BUTS, SOFTWARE 0839-121-163

Take the hard work out of Mail Order Shopping for your complete price guarantee where best to shop for the latest releases in Exclusive offers.

WIN PERI C COLUMN SOFTWARE 883-121 163

The first 10 correct participants drawn each week will receive a copy of one of the very latest PD releases as

THESE

If you are under 18 please obtain the permission of someone over the telephone toll

Calls are charged at 34¢ per minute (cheap rates) or 41¢ per minute at all other times.



**BURDEN' NORA**

Having successfully diagnosed the patient as suffering from appendicitis, on entering the operating theatre, the first job is to wash your hands and don your rubber gloves. Next, clean the area with the antiseptic (the skin's colour is lightened as a result), and place the drape over the top left corner of the patient's abdomen. Don the vestie up with antiseptic and put some blood on the Intravenous Drip. Now comes the fun. With the skin all gone-free, pick up the scalpel and make an incision from the top left of the area to the bottom right, ensuring that the cut is kept as straight as possible. As it starts to bleed, clamp the bleeding areas with the forceps (change and cauterise them with the tool provided (see see cauterising



Here's a warning to better what. Look at this and, looking more than a dose of mouth-gas.



Exaggerated

Put position what body are which, if not, check the manual). Clean away the blood with the sponge and put the skin apart with the retractor.

**SLICE 'N DICE**

The muscle layer below is now revealed. Now repeat the incision and blood-sucking as before. The next layer contains no blood, so there and slash it back. Following that is the intravenous muscle layer - this has to be cut from top-right to bottom-left. Repeat this and you should see the Caecum (not to be confused with the cheap-as-Chips). Next, scrape a little fat away from the top-left area using the scalpel, but be careful not to cut it. Now

# LIFE & DEATH



Gather round, Ladies and Gentlemen, as Mark 'Doctor Death' Patterson masters the intricate art of performing an appendectomy.

Excess are the last step to get back a patient to doing. If there are little things about the patient, they've got nothing about what you'll get experienced. If you try to remove them, don't forget to give your patient a thorough examination. It would be a shame to give over the patient to not someone else.





## LIFE &amp; DEATH

take the saw with a clamp, and use the scalpel to make a tiny cut. Cut along the left-hand side of the Cassum in a top-left to bottom-right fashion, ensuring once again to keep it straight. As it opens up, take a sample of the blood that can be seen inside, then use needles to get rid of it. Now take the Cassum using the Forceps and pack the gap with your gauze. This arrests the apparatus.

**Have A Heart** The biggest problem facing you is heart failure. You may be able to stomach looking right inside one's thorax, but they often object. In the XRG shows an abnormal heart beat you'd better not test. For action is shown by a large, irregular beat. This can only be cured by a swift dose of lidocaine. Adrenaline is needed when the heart rate slows down. If you have the Shepherd on your team he manually tells you how safe it's going on with the heart and how hard to do it with it. Always check-out the EKG before retracting, if the heart plays up while a fat layer is being pulled back you have to wait for that particular operation to finish before you can administer any drugs. Don't worry about blood pressure, 100 years ago everyone believed it was good for an ill patient to lose a bit of blood. Listen to advice. Your team are far more capable than you are, and don't worry about losing the occasional patient.



Then it's in your hands. Plug the wires for operation by first attaching your hands, then attaching them with butter and clamping the strap over the Adrenaline subcutis and a blood transfusion. Don't forget to attach the anaesthetics too. You may be tempted to scratch out your team's cardiac monitor with a scalpel, but this will only get you one trouble.



The only thing in the middle is the Cassum. To get inside, attach the garment to the corner of the wound, place a clamp over it, then cut it with the scalpel again. Remove the strap and cut from top left to bottom right with the scalpel. When you break through, use the saw later to take a thick sample and the pump to extract all the nasty clotted blood.



Cut on the opposite side the heart needs to move in. The next thing you should do is take the pump from the top tray (it looks like a toilet roll) and stop it under the apparatus to prevent it from falling back into the wound hole. Be careful not to touch anything on your table, remove everything, cut the patient, and rub your hands.



You've exposed the apparatus. It's tempting to grab hold of the wires and flick away. Don't do this, otherwise you'll spray poison over you and your team (see previous warning). Gaze fond at the state of the apparatus into the hand lens and either return to manual it.



Don't leave and the big step. Grab the forceps and your sliding hand and clip on the indicated apparatus. Press a slight surgical needle a couple of attempts to find the right location. Don't worry if you miss, the patient's unconscious, so he won't mind.



Place a clamp at either end of the anaesthetics entry. Clip a hole in the upper middle of the apparatus. Then a section in the tube. Place it along in the place shown on the picture and cut a line between them. Cut where the forceps meet the apparatus.



You're close to the apparatus to cut, and the patient has somehow survived. Good for them! Flip the organ in the middle to insert the clamp which used to be attached to the apparatus. Then a culture here and you can start to attach him for the top.



Once you're closed up, use the saw to remove the various layers of ground meat fat and skin. Use up most force for the last, this edge have to be used to prevent bleeding. If you're feeling mean you could change models the anaesthetics off before the patient wakes up.



Don't forget to remove all clamped/operated/painful/and feel before closing your patient up. Remember, though, though never has to visit the morgue and tell the crowd you, unless you're feeling really stinky.



Move Over 'Screengeims' The New Official Commodore Amiga Pack is at Digicom



AMIGA  
500

CARTOON  
CLASSICS

Value for  
Money  
£99.00

Includes 1000+ graphics, animation  
and sound in 100+ 1/2 megabyte  
cartoon games, 100+ sound effects  
and 100+ animation effects  
and 100+ sound effects

The exciting world of graphics, animation and sound is at your fingertips with the Amiga 500. Cartoon Classics brings together a fantastic selection of Cartoon games and a great package to create your own cartoons.

Amiga 500 4 megabyte Keyboard  
with 10 1/2 Meg. 350MB disk drive  
1000 4.0MB Ram Expansion  
1000 Keyboard and Workbooks 10  
5 megabyte hard drive  
1000+ sound effects, animation and sound  
1000+ animation effects  
1000+ animation effects  
1000+ animation effects  
1000+ animation effects

**Bart vs the  
Space Mutants**  
The new 1 megabyte



INCLUDING THESE NEW TITLES

**Featuring**

The year's biggest hit



AND THE PLANNING

AND OUR OWN EXTRAS PACK

Accessories

First Game Pack

A Top Title

Microcassette for disk  
disk drives  
10 disk drives  
High quality mouse and  
and disk drive

Turner's  
Super Wonder Boy  
Transfer Disk  
Crackdown

Click Off 1  
1 Megabyte  
Video European  
Game Of The Year



**Total Package Price  
Including VAT & Delivery**

See that 1 megabyte 1000 disk drive

**£399.99**

**CALL  
NOW**

**Bart  
Pack 1**

1000+ graphics, animation and sound effects  
1000+ animation effects  
1000+ animation effects

**£639.99**

**Bart  
Pack 2**

1000+ graphics, animation and sound effects  
1000+ animation effects  
1000+ animation effects

**£839.99**

**HOW TO ORDER**

**By Phone**

Call our credit card order line, and  
your package will be sent to you  
within 10 days. We accept all major  
credit cards. We accept all major  
credit cards. We accept all major  
credit cards. We accept all major  
credit cards.

**By Mail**

Simply write down the details of your order  
and send it to our credit card order line.  
We will send you the package within 10  
days. We accept all major credit cards.  
We accept all major credit cards.  
We accept all major credit cards.

Special charges apply to all other higher shipping

charges apply to all other higher shipping

charges apply to all other higher shipping

**DIGICOM**

**(0908) 378008**

36-37 Whitford  
Fenny Stratford  
Watling Street  
Milton Keynes MK12 2AZ

Mon-Fri 9am-5pm Sat 10am-5pm

closed between 10:30 & 11:30 pm

Whitford suggests the Digicom Pack on the 45 Watling Street

Digicom offers you

- Free Catalogue with all orders
- 1000+ graphics, animation and sound effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects
- 1000+ animation effects



All  
Major  
Credit  
Cards  
Accepted



# HELPLINE

## ENQUIRIES

### SHADOW WARRIORS

Can anybody help me get past the moon-stars by the altar in level four of *Shadow Warriors*? How about an infinite lives cheat to ease my frustration?

David Harrison P1

### ZOMBI

I can't get the Amiga to start in *Zombi*, GU Amiga's free game in July. Help!

Antistheos P2

### UH SQUADRON

I need a cheat to get me through level four of *UH Squadron*.

Sam O'Brien P3

### SHADOW OF THE BEAST

I cannot find the key to the door at the end of the flying section. Where is it? It's getting on my nerves.

Quint Legen P4

### HUMAN KILLING MACHINE

I am totally useless at this game. I need a PONE or two.

James Weston P5

### INDIANA JONES AND THE LAST CRUSADE

Please help someone who is stupid enough to own this game. Give me a cheat. It's really getting to me.

David Dennen P6

### TOKI

How do you get infinite lives or invulnerability? I am stuck.

Joan Morris P7

### BARRABIAN II

I can't get past the monster on the right of the screen in level four. Can anybody send in a cheat?

Francesca Sabina P8

### OPERATION WOLF

I keep getting killed halfway through the second level. I need a cheat.

Mark Welch P9

### DRAGON'S LAIR

I need an infinite lives cheat for this game. I can get to the reptile, which is quite far, but get annoyed having to go back to the start.

Edward Butler P10

### DUNGEON MASTER

How do you cast spells? All I get is the message that someone or other casts a meaningless spell. Help me! I own an Amiga 500.

Thomas Kasper P11

### TEAM YANKEE

How do you get past level three for the tank of sergeant in *Team Yankee*? I keep on getting overtaken.

Edward Gough P12

### NIGHT BREED

How do you get past the demons in the interactive movie version? I keep getting knocked out.

Karen Nichols P13

### SWITCHBLADE 1

I need an infinite lives cheat to complete this difficult game.

W. Robinson P14

### PP HAMMER AND HIS PNEUMATIC WEAPON

I can get all the treasure in level one of the GU Amiga cover demo but can't find the exit. Help!

Suzanne Tere P15

### SECRET OF MONKEY ISLAND

My eyes are totally sore (de and are just lying in the sea doing nothing. How do I get to Monkey Island?

Jul May P16

### TURRICAN

Tell me how to complete level 4-2 before I breakdown and cry.

David Adams P17

### LEISURE SUIT LARRY

I have thermal and am in the honey-moon suite but having trouble entering wine. How do you get the chewing gum out of the phone?

Peter SBAH P18

### DEUTEROS

I have visited orbital factories over some moons and planets and I'm trying to get certain minerals from the surface. But since they don't have general keys I can't land with the shuttle and drop off a scientist. What do I do?

Peter Wittenstein P19

### NINJA REMIX

I'm stuck in level two of the swamp section. Can anybody send a map or solution to the whole game?

Greg Koonce P20

### AWESOME

How do I return to the ship after the first planet? The hints in the manual don't work or else I'm too thick to understand what to do.

Thomas Fox P 21

### GODS

Has anyone got a cheat? It's a good game but a bit hard.

Quint Hob P22

### MIAMI CHASE

I can only get to level 1 so, any chance of a cheat for lives or time?

Quint Hendon P23

### ACTION FIGHTER

This cheat (BACK DOOR which you type on the keyboard) does not seem to work. Are there any others?

Robert Bates P24



### VOODOO NIGHTMARE

I have completed the first temple and can get to two others. In one I am stuck behind some huge elephant tusks and in the other it's pitch black. What am I doing wrong? Is there a little sanity to my life as I'm going mad.  
A.C. Birmingham, POB

### HINJA TURTLES

I'm hopeless. I can't get past level one. I need infinite energy to complete this game before I turn green.  
Sam Chisall, POB

### MIDWINTER

Is there a cheat for Midwinter? I cannot get anywhere.  
Susan Webb, POB

### IAK MACKRAKEN

I cannot find the lighter in that adventure. Can anybody help?  
Gair-De-Cato, POB

### FULL CONTACT

I can only get past the first three levels on this game. Has anyone got a cheat for infinite lives or a energy?  
Glen Jackson, POB

### HARC

Please could someone send in a cheat for infinite lives or for skipping levels.  
Gavin Page, POB

### F18 INTERCEPTOR

I cannot get past the search and rescue mission. I've destroyed the attacking planes, but I don't know how to rescue the pilot. Please help.  
Rob-Andre Spence, POB

### STRIDER II

Is there a cheat for infinite energy?  
Carmen McIntyre, POB

## RESPONSES

### GOLDEN AXE (M1)

Play in one player mode but with two joystick. When you do press fire on the other joystick to get three extra lives.  
Wayne Jiggins, Birmingham

### ROBOCOP 2 (M3)

On the title screen type SERIAL INTERFACED with spaces. Now follow the instructions to top up your energy and skip levels.  
Amel Shoukan, Maidment

### GREMLINS 2 (M4)

Enter your name as SINATRA on high score chart for infinite lives.  
Adrian Scotland, Leicester

### BLOOD MONEY (M6)

Pause the game and press Help for infinite lives.  
Adrian Scotland, Leicester

### VOYAGER (M9)

Activate cheat mode by entering 'When the Sessel Shovers of April Fall' on the options screen.  
St Robison, Lyham

### ARMY MOVES (M10)

On level one hold down A8, 1, 0 for immunity and for the same effect on level two hold down A8, 1, J.  
David Lewis, Wood End, Warwickshire

### CADAYER (M11)

To get key two, go to the guards on level four. Ignore the levers until you have the guard key from the north passage, the candle and shunkin (30 pillow). Open the wall above the bed to retrieve the second key.  
John Hawkins, Birmingham

### CHUCK ROCK (M12)

On the first screen press escape and then type 'Unleash Santa' for infinite energy. Type 'Extrem' to be able to fly and 'Turn Frame' to select levels. These should be typed in during play.  
Arian Scotland, Leicester

### ELITE (M16)

Type GARA on copy protection screen as the word from the manual. On the second attempt proceed as normal. Now, by pressing + you will be able to change the amount of cargo and weaponry.  
Adrian Scotland, Leicestershire

### AWESOME (M22)

To gain invisibility and every weapon available, first play normally until you are inside the ship. Move the cursor to the wheel (top left) and then press + on the numeric keypad and the Fire button at the same time. The screen should flash green and then, while playing, you should be invisible. You can pick any weapon by pressing any of these keys 1,2,3,4,5,6,7,8,9,0. The next two keys with the + and - on can also be used. Help is able by pressing F1.  
Edward Butler, Birmingham

### ARMY MOVES (M23)

Type in KARBERGROACHURST (no spaces) and a cheat message will appear. When you start the game you will now find that the infinite detection has been removed.  
Gavin Page, Milton Keynes

### CHASE HQ 2 (M25)

On the title screen type IN A GARDEN then start the game and press T for extra time and M for the next level. Simple when you know how!  
David Lewis, Wood End, Warwickshire

## HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number. If you are sending a response or mark it 'Reply'. If you need some help, put your letters to: **Play to Win Helpline, CB, Priority Court, 30-32, Forlington Lane, London EC1R 3AW.** If you are making an enquiry include a few lines explaining why you need a prize, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are replying to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include these on separate sheets. That way we can file everything in near-alphabetical order.



AMIGA MEGADRIVE GAME BOY C64 GAME GEAR NINTEND  
SUPER FAMICOM SEGA ST PC ENGINE SPECTRUM PC

SEPTEMBER '91

ISSUE 118

**£1.35**

10.00 Dm 4500L

360 Plus S\$8.10



# COMPUTER + VIDEO GAMES

**OUT  
NOW**

**BIG FIGHT**

**EXCLUSIVE!**



**SUPER R-TYPE!**  
SUPER ON FAMICOM!

**WRESTLEMANIA!**  
**ULTIMATE**  
**POSTER PREVIEW!**

PHOTO FULL OF FUN IN BRITAIN'S NUMBER ONE GAMES MAG



# HELPLINE

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Welcome to what surely must rate as the most useful and to trapped adventurers in any mag. This month's column is fair bustling with all the latest news and stories, and is backed up by the ever-useful Helpline where your questions are answered. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

## NEWS

The hot game announced this month is *Might and Magic VI: The Dark Secret*. This Amiga version is scheduled for a September release, and from the demo I've seen it has the most impressive graphics of any RPG around (yet, including *Eye of the Beholder*). The entire A&M system has been revamped, which is needed to be, and now makes greater use of mouse control. Providing the gameplay is as stunning as the graphics this will be a winner.

Delphine's next adventure, *Cyber For A Cop*, is set for an August release. Who said the summer was a slow time for software? Yet again USI Gold are distributing the game, so keep an eye on the games shelves in your local shop.

## INPUT

### DRAGON FLIGHT

Thalorien's game of overgrown lizards has turned into a major headache for G. Doren of Basingstoke. He says that his way past the riddle language - except for one he's worked out as *ZZFWUIC*. How does he get past the guards? He needs to get the Old King's family signed. Does anyone know the way forward from here?

### CAPTIVE

Henry Barker of Middletonborough is finding this game a general pain. He's got to the second dungeon/time, but is unable to escape. He's asked out that the die can be used to find out the combination of doors, but unfortunately it doesn't work on the second door when you're escaping! He keeps getting blown up. Does anyone know what he should do?



*Corvusware's Pawn is set to star in a magical world of arcade and adventure formats. The game is scheduled for a February release.*



*Also on the magical shelf, *Eye of the Beholder II* will be here for Christmas.*

### WARD'S TALE III

Jeremy Iverson of Stoke Poges, Buckinghamshire, doesn't know how to find the phrase for entry to Lureth's tomb in the Ice Dungeon of Galdia. Otherwise, he's really enjoying *The Thief of Fate*, so help him out so he can explore the rest of the game! Adrian Scrimshaw of Nottingham, Leicestershire, needs to know the name of Lureth's (ghost). Someone out there knows, so write in to help them.

### THE PAWN

The pawn will soon be chasing David Middleton to his out. He has all the ropes and hooks, and claims to be carrying loads of objects, such as a plant, carrot, basket, limbo, and flanks, wallpaper and pens. He should be all the adventures? The way and (in the room past the dragon).

Heaven! keeps taking him as soon as he enters. Other purpose has the pool of water, smiling of someone? How does he get past the secret?

### LEISURE SUIT LARRY III

Michael Stewart of Aylesford desperately wants to get dressed, but can't find his papers. He is collecting the credit card and has the cards from work, but doesn't know what to do next. There must be someone out there who can help him get rid of his cards, so let me know!

### OPERATION STEALTH

Mum and Aisha, two adventures in Turkey, need help to get themselves through some long trouble. They've been caught by the king's gangsters and placed in a cage. Hungry phantoms and their other a short time, and they can't survive themselves from the trap. How do they get out of this one? Elizabeth Dale, Redburn of Aylesford, Nottingham, has passed this one but is trapped inside a room with an

## HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Rogers, at Adventure Helpline, CU Amiga, Priory Court, 20-22 Farringford Lane, London EC1R 3NJ, with your problems and my useful hints you can give in response to those readers long-puzzling in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.



## HELPLINE



classified door and a man behind a bulletproof window. So those in the know should let them know!

## HERO'S QUEST

This Sierra RPG has forced Glenn Lacey of St James, Northampton, to take a score of 250 out of 500, but is stuck in the brigands' HQ. He believes he has to bring down a chandelier on the heads of three approaching brigands, but he can't release the rope. Another problem he's experiencing is getting the giant Grogar to move off the fireplace in the bar. He's tried buying a Dragon's Breath for him, but then can't leave the bar until he (the Hero) has drunk it. Any ideas?

## INDIANA JONES AND THE LAST CRUSADE

A Dutch reader, As de Vries, considers this a very amusing game, but is stopped in the caverns at the point where he has to play some notes on the statue in the tomb. He is looked in the great diary, but he's finding the English a bit tough to read. Can anyone help him get past this bit?

## O U T P U T

## DUNGEON MASTER

Maxwell Hicks of Swanscombe is having problems on the fourteenth level. He's descended the staircase and come across a keyhole with a strange lock—wards it like a symbol set to it. He doesn't know which keys fit. Well, Maxwell, you need the Winged Key, as this opens the level containing the dragon and the gem of the Firestaff. This key is on level seven, the Tomb of the Firestaff, but you'll need to feed the fire logs to gain access to this level. One in the Knight on level eleven has this, and your best bet is to lure him to

the hidden pit in the big room, then activate the gate to drop him. Now use the rope (or simply fall) to get down there, collect the key and kill the fire warrior (or with anti-magic spells and/or verbal blasts). Teleport back up and continue the level.

As for the 1850, you are unable to tell Maxwell recommends a first power-up. Perhaps you're shy about them to smithereens. You'll need a total of three. He says to get to the Firestaff. Then things really start to get tough.

## ELVIRA

Mr S. L. Hightfield of Wiltshire, West Midlands, has written to a friend the problem experienced by Paul Haswell. Paul was unable to lift the taloon. Use the crossbow to do this. You'll then find the key on the body of the taloon once it's smuffed it. Thanks, Mr Hightfield! Does anyone know how to put the crown on the crusader's head?

## POLICE QUEST II

I've Ross of Swanscombe. Richard is stuck without his business card which he needs for the combination to his locker in the police station. He thinks it might be in his car. Wrong! It's in your wallet: two, which is obviously situated on your body. Open it up and you'll have the card and combination you require.



Glenn Lacey ponder's the troublesome Firestaff problem.

## LEISURE SUIT LARRY III

J. Whistonsort of West Wiltshire, Kent, has requested to the press for help of Alex Pashall. Apparently you don't need any ractacles at all. Heed the lyrics of the Neaturne song in the Horncorn magazine. Before you start venturing into the barndice forest, remember to fill the bottle with water at the cabana. Thanks, J. Alex should be able to continue easily now.

## DUNGEON MASTER

Matt Prossy of Beardon, Suffolk, has been stuck near two magical hares. Row Collis King (he didn't include an address) has written in to help. Collis states that Matt needs the key that's inside the room protected by the hares so should go back and look for it. With that he should be able to open the door with release wheel and continue his explorations. Thanks, Collis.

## LEATHER GODDESSES OF PHOBOS

Pashall. Neely has provided the answer for the author's reader. Interestingly enough, the answer is: nothing! To get past the sarcophagi in episode, fight him until he is exhausted. Take his sword, then give it back to him. He will then realize you are a good guy, and that he has no chance of winning, so he conveniently tells Pashall to save you the bother!



Glenn Lacey has lured the statue, 'order' though he it does so he explores the catacombs.



From left: Daphne, interior view, Tony Braxton, is working on Windows a new Knightsbridge house.







# MAGIC POCKETS

THE BITMAP BROTHERS



They've nicked his bike.  
They've whipped his helmet.  
This time they've gone too damn far...

**NO ONE MESSSES WITH THE BITMAP KID**

*features:*

stacks of levels • heaps of weapons • swarms of intelligent nasties  
bonus games • secret rooms • loads and loads of power-ups

© 1994 Virgin Interactive. Magic Pockets, Bitmap Brothers, and the Bitmap Kid are trademarks of Virgin Interactive.







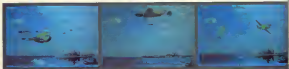






# DEMOS

**Amiga PD is a cheap way to enhance your software collection.  
Mark Patterson sorts out the wheat from the chaff.**



# POM TIDDELY OM POM

All the graphics are digitized and really add to the atmosphere. Because the game was programmed in Amiga as an NTSC system, the bottom of the screen is corrupt when played on MS machines, though this doesn't detract from the game's playability. The sound effects are made on three standard emulators, digital and analog music and are terrific. *Force Form Generators* is a simple in execution but immensely playable.

1. **Project Name:** [Project Name]  
 2. **Project Manager:** [Project Manager]  
 3. **Project Sponsor:** [Project Sponsor]  
 4. **Project Start Date:** [Project Start Date]  
 5. **Project End Date:** [Project End Date]  
 6. **Project Budget:** [Project Budget]  
 7. **Project Status:** [Project Status]  
 8. **Project Description:** [Project Description]  
 9. **Project Objectives:** [Project Objectives]  
 10. **Project Deliverables:** [Project Deliverables]  
 11. **Project Risks:** [Project Risks]  
 12. **Project Stakeholders:** [Project Stakeholders]  
 13. **Project Communication Plan:** [Project Communication Plan]  
 14. **Project Change Management Plan:** [Project Change Management Plan]  
 15. **Project Quality Management Plan:** [Project Quality Management Plan]  
 16. **Project Risk Management Plan:** [Project Risk Management Plan]  
 17. **Project Resource Management Plan:** [Project Resource Management Plan]  
 18. **Project Procurement Management Plan:** [Project Procurement Management Plan]  
 19. **Project Stakeholder Management Plan:** [Project Stakeholder Management Plan]  
 20. **Project Management Plan:** [Project Management Plan]

**RAY-BAN**

The majority of PD ray-traced pictures are of the still life persuasion, and this genre is no exception. All the pictures are drawn by German artist Steffen.

Managers, and while now they're nothing new. For my latest column, see [AOL.COM](http://AOL.COM) 11/16



## WELL WEIRD

Last month, Lumsden's wife, the inspiration behind *an* Eric Sutherland drama, told him that it provided the idea for a game. *Wired for Repairs* follows a day in the life of a robotic computer repairman as he endeavours to repair broken circuit boards. Unfortunately, our repair man isn't much good on his own, so the dramatic scenes



100

off him he can be directed  
round obstacles and guided  
to his final destination.  
**Amusement Park 'Hill**



**4.45** Stn The Oaks, 4 Cornhill Place, Ash Grove, Somerset  
**4.50** PO: 7 Park Centre, Worthing, W Sussex BN11 4AN  
**4.55** Ashgate, 145 Oak Valley Road, Northgate, Southamptn  
**5.00** PO: 48 Walker Drive, Camberley, Surrey, GU10 2YH  
**5.05** 100 Canville Road, Worthing, W Sussex BN11 5LJ  
**5.10** PO: 1 Bryant Avenue, Southend - Ss-1, Essex SS1 2YJ  
**5.15** PO: 11 York Place, Brighton, BN1 1BT  
**5.20** PO: PO Box 57, Whitstable, W1 1X  
**5.25** PO: 51 & 53, Bedford Park, Farnham Avenue, Wakefield  
Wetherby, WF1 1X  
**5.30** PO: PO Box 15, Farnham, Dorset DT9 7L  
**5.35** PO: 25 Elmwood Street, Brighton, BN1 3L



## PIPED MUSAK

If you fancy looking back to some completely unreflexive music this could be right up your street. *Drums and Pipes* is a collection of easy-listening tracks written by J.O.E. There's no talk, just the sounds. **PD Soft 1740** ♦♦♦



## VECREC

Vectors and Isocals are nothing new, but when they're done this well they're worth mentioning.

The Inspirations Demo features some excellent effects. There's a *Matrix* vector which is fantastic and some stunning vector balls. The demo ends with an Imperial Cruiser from Star



Wars gliding past the screen, and then the demo zooms in on the bridge through the glass, down a corridor and to the reactor room. Some of the stuff really has to be seen to be believed. **Griff PD** ♦♦♦♦



**TRON** Another classic returns on the PD scene. The light cycle stage from the arcade game *Tron* has appeared in countless forms, maybe because it's so simple to program. The game pits two cyclists in a battle to have better. As the cycles move, they leave a trail behind them which is deadly if touched. Because the bikes can't stop, and the play area is limited, they soon run out of room, causing one bike to crash.

This is a very simple game which isn't helped by the lack of intelligence on behalf of the computer player. This is fun in two player mode, but a drag against the computer. **PD Soft disk 1633** ♦♦

## SCUM BUCKET

New from Starline Kulture is *Scum Bucket*, a splatter movie in game clothing. The object is to shoot criminals or move them down in your super-hard car. When killed, people explode in a cloud of gore. There's also a nice intro screen which is made up from digitised images taken from *Wing* and *Hot Film*. **Seed**

Table Unfortunately the game, which is written on The Shoot like Lip Construction Kit, isn't up to much. **17-D8, 1174** ♦



## INSIDE INFORMATION

Stocks and futures can be done in other ways, but by adding in the war and slightly corrupt world of insider information, *Inside Information* is a real find. *Inside Information* is a trading game for the stock exchange. It's a trading game for the stock exchange. It's a trading game for the stock exchange.

This system is a very good game, only its playability is made by some of the complexity. There are three screens and when viewed the way the screens are going, you'll notice some where you buy and



check your profits to be better in your own set of the share price screen. Having lots of your money and it may, and you'll notice some where you buy and



## RETROBLAST

*Front, Backwards and Side* of one their missions in *Asteroids*. After a 1979 piece of coin-op history, the object of the game is to beat large asteroids into smaller and smaller segments until they disintegrate. This version, by Protectors, is identical to the arcade original. The graphics and sound effects are identical, the asteroids move in the same way and the speed is spot on. All the controls are executed through the joystick, with forward for thrust, left and right to rotate and backwards to enter hyperspace. There's even the Atari logo at the bottom of the screen. **Protectors**

**PD Soft disk 1742**

**Asteroids**







*(continued)*

**Keywords:** child sexual abuse; disclosure; social support













# DEMOS

## NUCLEUS

Guns and ice. Aliens and Starlindeers are always about, and you whose difficulties have been added up to much in this full price market. Now there's Nucleus, a fantastically scorching shoot 'em up that finally does justice to this genre.

The game is nothing new. You have to guide your ship through various levels whose alien inhabitants are after your blood. To defend yourself with weapons occasionally glide onto the screen, called these and a suitably vicious lamp of hardware is grafted to the side of your craft. The end screen of each level is guarded by a large monster which is half of a lot tougher than your previous opposition. Kill him and it's on to the next stage.

Nucleus' graphics are very attractive. The scrolling isn't very smooth, but it suffices. My only real concern is that the game is a little too difficult if you fail to collect the extra weapons. That said Nucleus is an excellent game. Amigaheads, click Nucleus. \*\*\*\*\*



## KEEP ON TREKIN'

Trekkin' Master is amazing Star Trek fan finally taken down into a single disk. The new version is still 1MB only, but is far more playable now that the dozens of disk swaps have been eliminated. The only thing that's missing is the intro sequence.

If you haven't got it yet, I suggest checking this game out as soon as possible. 12 bit \*\*\*\*\*



## TON UP!

How would you like to get your mitts on 100 PD disks without paying as much as a penny, courtesy of United Public Domain Services, who've got an ad elsewhere in this very issue?

UPDS is an amalgamation of Birthdays, NBS, Start and Valley Public Domain Libraries, who have joined together to best the Public Domain games and the small-time operators who make a fast buck and then disappear from the scene. They're offering you the chance to win the top 100 disks from their collective PD libraries. All you have to do to enter is correctly identify the six pictures below. Each of them is a segment taken from a well-known PD demo that has been featured in CU in the last six months.

Send your entry to:  
Demomaniac  
CU 46804  
20-32 Farrington Lane  
London  
E6 7TH 3AQ

A



B



## PDTOP TEN

A-Animation S-Sound U-Utility  
G-Game M-Miscellaneous

- 1 Darkness Megademo 2 M
- 2 Star Trek Megademo A
- 3 The Simpsons A
- 4 Virtual World M
- 5 Weirich's Four Seasons S
- 6 Rap Around The Clock S
- 7 Led Zepelin S
- 8 WWF Sideshow M
- 9 Clock and Drive S
- 10 Sonnets S

Compiled by PROUD PD

C



D



E



F









1. **Introduction**

APRIL AMERICAN BUILT-UP DECKS, BRADY, BURLINGTON, ETC.

- 8700 *Pygmy Air Popcorn* 20
- 8701 *Seven Tre Cereus* 20
- 8702 *Yin Blade Willow* 20
- 8703 *Willow 1 "*
- 8704 *Willow 2 "*
- 8705 *Coast Douglas "*
- 8706 *Montgomery Elder Shrub* 20
- 8707 *Carmichael Cereus* 20
- 8708 *Montgomery Elder Shrub* 20
- 8709 *Lilac Via (Long Branch)*
- 8710 *Little Branch* 20
- 8711 *Montgomery Elder Shrub* 20
- 8712 *Willow 1 "*
- 8713 *Willow 2 "*
- 8714 *Montgomery Elder Shrub* 20
- 8715 *Montgomery Elder Shrub* 20
- 8716 *Montgomery Elder Shrub* 20
- 8717 *Montgomery Elder Shrub* 20
- 8718 *Montgomery Elder Shrub* 20
- 8719 *Montgomery Elder Shrub* 20
- 8720 *Montgomery Elder Shrub* 20
- 8721 *Montgomery Elder Shrub* 20
- 8722 *Montgomery Elder Shrub* 20
- 8723 *Montgomery Elder Shrub* 20
- 8724 *Montgomery Elder Shrub* 20
- 8725 *Montgomery Elder Shrub* 20
- 8726 *Montgomery Elder Shrub* 20
- 8727 *Montgomery Elder Shrub* 20
- 8728 *Montgomery Elder Shrub* 20
- 8729 *Montgomery Elder Shrub* 20
- 8730 *Montgomery Elder Shrub* 20
- 8731 *Montgomery Elder Shrub* 20
- 8732 *Montgomery Elder Shrub* 20
- 8733 *Montgomery Elder Shrub* 20
- 8734 *Montgomery Elder Shrub* 20
- 8735 *Montgomery Elder Shrub* 20
- 8736 *Montgomery Elder Shrub* 20
- 8737 *Montgomery Elder Shrub* 20
- 8738 *Montgomery Elder Shrub* 20
- 8739 *Montgomery Elder Shrub* 20
- 8740 *Montgomery Elder Shrub* 20
- 8741 *Montgomery Elder Shrub* 20
- 8742 *Montgomery Elder Shrub* 20
- 8743 *Montgomery Elder Shrub* 20
- 8744 *Montgomery Elder Shrub* 20
- 8745 *Montgomery Elder Shrub* 20
- 8746 *Montgomery Elder Shrub* 20
- 8747 *Montgomery Elder Shrub* 20
- 8748 *Montgomery Elder Shrub* 20
- 8749 *Montgomery Elder Shrub* 20
- 8750 *Montgomery Elder Shrub* 20
- 8751 *Montgomery Elder Shrub* 20
- 8752 *Montgomery Elder Shrub* 20
- 8753 *Montgomery Elder Shrub* 20
- 8754 *Montgomery Elder Shrub* 20
- 8755 *Montgomery Elder Shrub* 20
- 8756 *Montgomery Elder Shrub* 20
- 8757 *Montgomery Elder Shrub* 20
- 8758 *Montgomery Elder Shrub* 20
- 8759 *Montgomery Elder Shrub* 20
- 8760 *Montgomery Elder Shrub* 20
- 8761 *Montgomery Elder Shrub* 20
- 8762 *Montgomery Elder Shrub* 20
- 8763 *Montgomery Elder Shrub* 20
- 8764 *Montgomery Elder Shrub* 20
- 8765 *Montgomery Elder Shrub* 20
- 8766 *Montgomery Elder Shrub* 20
- 8767 *Montgomery Elder Shrub* 20
- 8768 *Montgomery Elder Shrub* 20
- 8769 *Montgomery Elder Shrub* 20
- 8770 *Montgomery Elder Shrub* 20
- 8771 *Montgomery Elder Shrub* 20
- 8772 *Montgomery Elder Shrub* 20
- 8773 *Montgomery Elder Shrub* 20
- 8774 *Montgomery Elder Shrub* 20
- 8775 *Montgomery Elder Shrub* 20
- 8776 *Montgomery Elder Shrub* 20
- 8777 *Montgomery Elder Shrub* 20
- 8778 *Montgomery Elder Shrub* 20
- 8779 *Montgomery Elder Shrub* 20
- 8780 *Montgomery Elder Shrub* 20
- 8781 *Montgomery Elder Shrub* 20
- 8782 *Montgomery Elder Shrub* 20
- 8783 *Montgomery Elder Shrub* 20
- 8784 *Montgomery Elder Shrub* 20
- 8785 *Montgomery Elder Shrub* 20
- 8786 *Montgomery Elder Shrub* 20
- 8787 *Montgomery Elder Shrub* 20
- 8788 *Montgomery Elder Shrub* 20
- 8789 *Montgomery Elder Shrub* 20
- 8790 *Montgomery Elder Shrub* 20
- 8791 *Montgomery Elder Shrub* 20
- 8792 *Montgomery Elder Shrub* 20
- 8793 *Montgomery Elder Shrub* 20
- 8794 *Montgomery Elder Shrub* 20
- 8795 *Montgomery Elder Shrub* 20
- 8796 *Montgomery Elder Shrub* 20
- 8797 *Montgomery Elder Shrub* 20
- 8798 *Montgomery Elder Shrub* 20
- 8799 *Montgomery Elder Shrub* 20
- 8800 *Montgomery Elder Shrub* 20

Q25	Earl Birtle 1 Q2 Q2 Over 18
Q26	Earl Birtle 2
Q27	The Race (Amazing Animation)
Q28	100 CMB (trans)
Q29	Mental Hangover
Q30	Friction (Hector Black)
Q31	Slyar (Dance 2)
Q32	Black Breakers (2)
Q33	RAF (Dance, Dance 2)
Q34	Elvira (Dance)
Q35	Friction (Hector Black)

**Table 1**

0100	Argentine 5 x 6 (2)
0101	Turkish Fincley
0102	Argentine (3)
0109	Shay Bird Automaton
0170	Wilder's Lute (Jewell)
0171	Wilder's Pin (Jewell)
0172	Thornapple
0173	Spannerack
0174	Wilder's Wader (2)
0175	Ward 300000
0176	Wilder's Green 1 (2.5mg) (2)
0177	Wilder's Green 2 (2.5mg) (2)
0178	Jewell's (5)
0179	F10 1 (3.5mg)
0180	Wilder's (5)

© 2004-2005, 7201A18 Houston





# THE CU COLLECTION

## ON YOUR DISKS

**S**trategy with *Gravity Wars*, a brain teaser with *Dad* and beat your best score with *Trix*. There's another great virus killer and a bootblock saver. Plus an exclusive *AMOS 3D* demo, a superb rotoscope animation, and an excellent pointer animator utility.



### KILL DA VIRUS III

This program from Mike Huxford is able to detect and kill 41 types of Virus. They include SCA, Nottle, Slat, Byte Minder, Revenge, Boot Loader, Lamer, Commander, etc. To load R2M/W use press F3 from the Main Menu. A Jinx window will display Chip and Fast memory as well as the clock. Click on the bar with the left mouse button to activate it. This will allow you to access the pull down options with the right mouse button. From within the Menu you can check Virus, view boot blocks and install



driver (DF0 to DF3). To exit V001 simply click once on the close gadget (a dot in a square) with the left mouse button.

### BOOTBLOCK CHAMPION 3.21

There are three main types of virus, the bootblock, disk infector and the file virus. Bootblock Champion was designed specifically with the bootblock virus in mind. Should Bootblock Champion be in any doubt as to

whether or not the bootblock has a virus, use Virus II or KDVII to check if there really is a virus or not. The install option will let you install bootblock viruses safely, but some commercial programs such as (I guess to kill) *AutoCAD* use their own bootblock. Bootblock Champion will allow you to save the special bootblock from a program onto a disk as a file. Should your original bootblock subsequently become infected, you can copy the file back as a bootblock onto your original disk.

When loaded the main screen will display four drives, DF0 to DF3, each drive is supported by five main device gadgets and their functions are as follows:

**LOAD:** This will write a saved file back to a disk in the drive that you have chosen. You must load the Bootblock back in the same way as it was saved, (a whole bootblock or bootblock code) except an executable file as they cannot be written on the disk.

**SAVE:** There are three ways of saving a bootblock. Whole bootblock. This is the option to use if you want the Bootblock activated. Bootblock Code. Only the code of the bootblock is saved and this option should be used if you wish to analyze the program. The bootblock code is saved as an executable file and some of these can be run from the CU (At your own risk) SH-OW. You can take a look at the four pages of the bootblock. They are \$000, \$100, \$200 and \$300.

**COMPARE:** You can compare a Bootblock



### LOADING YOUR DISK

Once inserted into the Amiga's drive the disk will activate. A loading picture will be displayed and a tone will play in the background. When the menu screen appears just press the relevant function key to load each item.







# DEMOS



## BIONIC BEAT

If you're an astrology geek who lives their life by the stars, try running things by numbers instead.

All Bionictastic requires is your name, date of birth and the current date to tell you when you're at your physical, emotional and intellectual peaks. What we're looking for are astrological charts. Any takers?

Seriously PD, disk unit. ★★



## UNICYCLE

If you read the colour-cycling feature in the July issue of CU, you might be interested in this disk. Programmed by Wizard productions, it features tests of different colour-cycling effects and provides a useful insight into how to get the best from a limited palette. There's also some threatening colour-bar routines. Nothing special but useful if you do your own graphics. £7.99 disk 1164. ★★

\*\*\*\*\*

## VIRTUAL WORLDS 2

Shining demos are now few and far between, so when a disk as good as this arrives in, it generates quite a bit of interest.

The first part of this demo features some very clever optical vectors along with some nicely designed and speedily animated objects. It's the second part that's really amusing though. It features a view of distant backgrounds and overlaid vector graphics, to produce a mosaic-type effect. The plot to this 'movie' is rather garbled, like the text which is written in pigeon English.

The first screen shows a Blade Runner-style city, complete with vehicles whizzing in between buildings. From here you're told that Commander John has to journey to the planet something-or-other. The ensuing scenes show a space craft, which is very similar to the Imperial shuttle in Return Of The Jedi, weaving in and out of asteroids. The planet features more excellent backgrounds along with submatrices which exploit the spherical vector techniques even further in the demo.

Both the sound and graphics are outstanding. Well worth buying. ABC DS. ★★★★★



## JUST A QUICKIE

Recent platform games are few and far between until now. Quick and Silly has been born from Hello! to create a really good platform game.

The object of the game is to collect crystals which are scattered throughout the various levels. Our hero is armed only with a gun and a huge bag. Platforms contain bonuses and some weapons which are released when they are hit by the hero. Some of the graphics look surprisingly like those in Super Mario World's Nintendo platform game, and there's a guest appearance from Spike the hedgehog (the Sega Megadrive's latest star).

Quick and Silly is very playable, although it can be a little frustrating at times. It's a CD ROMware game, and worth every penny.

Add PD, disk Quick and Silly. ★★★★★

## GAME GLUT

The Mega-game packs are becoming more and more popular, and rightly so. This 3 disk games with stacks of programs all for the price of a non-still PD disk. Among the titles are: Pardon a word, a Cornish Four-style game, Helestone, a platform game, Diplomacy Heats, Cat and Mouse and more. Each game comes with its own instructions, and while there's nothing outstanding, together they make a solid package which represents great value for money.

Seriously PD disk 0-210. ★★★★★









# UTILITIES

**Martin Rayner takes a look at some of the new PD Utilities to hit the streets and gives his verdict.**

**A-GENE (Demo Version)** 1.0.0

**A-SIDE NO. 12** is a file manager with a difference - it was specifically designed as a family tree recorder. The full version is claimed to support 2600 people and 500 marriages on a single disk (that assumes you have the disk files on a separate disk). The PD version is limited to 200 people and 70 marriages but is the same as the full version in all other respects. The difference is that, apart from text files, you can also save your giving you the ability to view digitized photos of persons (although not color data) such as Daughters.com, birth dates, marriage dates, occupation, etc. are also obtained for Person/marriage records can be searched for by your name, city, etc., as well as user-definable codes. A detailed document accompanies the program explaining all the functions available. A truly original priced PD.

PD-Soft.com. \*\*\*

## MOD-PROCESSOR V1.92

The **Musica Processor** will allow you to create executable module, picture, and module/picture programs. It supports many module types including Soundtracker, Supertracker, AM2D, Games Music Creator, etc. A pull-down menu is used from the main-screen to choose the module type that you want to load. You will need to know which type of module you are loading as that is not auto-filled, but the program writes Steve Marshall, is working on it. You are given information about the module and the size of the executable file that you will save it as. There is also an option to save the module saved with an icon. Converting IFP pictures to executable files is also quite simple. Once you have loaded an IFP file (the type saved by DPlayer Photon Paint etc) you may view it using the Display Graphics option. You may also represent a picture using the cursor keys and this option will be used at the executable file. A nifty little program which is recommended.

REFREND  
METALLON  
UTILITIES

There are also differences in this state, and much more is supported by a Gov. File.

- 1. **Reconfigure.** This program simply changes the graphics for tapes II.
  - 2. **Power-Best.** A spell and easy way to make your own Best-Mean.
  - 3. **PowerBasis.** Design your own Bell or Mark basis
  - 4. **Minimax.** Make the MCS window any size. Be used to type Bign, etc.
  - 5. **Scout-GAM.** This will copy the most used MCS commands to GAM
  - 6. **Power-Misc.** Change the MCS windows and make your own menu.
- ADDITIONAL BAS 100000



ART (ARTWERX)  
SPRITE-  
DESIGNER  
V1.01

This sports designer will let you will have an air-conditioned sports up to 200 hours high by 100 miles wide. There are functions in the 3/4, 1/2, 1/4, 1/8, 1/16, 1/32, 1/64, 1/128, 1/256, 1/512, 1/1024, 1/2048, 1/4096, 1/8192, 1/16384, 1/32768, 1/65536, 1/131072, 1/262144, 1/524288, 1/1048576, 1/2097152, 1/4194304, 1/8388608, 1/16777216, 1/33554432, 1/67108864, 1/134217728, 1/268435456, 1/536870912, 1/1073741824, 1/2147483648, 1/4294967296, 1/8589934592, 1/17179869184, 1/34359738368, 1/68719476736, 1/137438953472, 1/274877906944, 1/549755813888, 1/1099511627776, 1/2199023255552, 1/4398046511104, 1/8796093022208, 1/17592186044416, 1/35184372088832, 1/70368744177664, 1/140737488355328, 1/281474976710656, 1/562949953421312, 1/1125899906842624, 1/2251799813685248, 1/4503599627370496, 1/9007199254740992, 1/18014398509481984, 1/36028797018963968, 1/72057594037927936, 1/144115188075855872, 1/288230376151711744, 1/576460752303423488, 1/1152921504606846976, 1/2305843009213693952, 1/4611686018427387904, 1/9223372036854775808, 1/18446744073709551616, 1/36893488147419103232, 1/73786976294838206464, 1/147573952589676412928, 1/295147905179352825856, 1/590295810358705651712, 1/1180591620717411303424, 1/2361183241434822606848, 1/4722366482869645213696, 1/9444732965739290427392, 1/18889465931478580854784, 1/37778931862957161709568, 1/75557863725914323419136, 1/151115727451828646838272, 1/302231454903657293676544, 1/604462909807314587353088, 1/1208925819614629174706176, 1/2417851639229258349412352, 1/4835703278458516698824704, 1/9671406556917033397649408, 1/19342813113834066795298816, 1/38685626227668133590597632, 1/77371252455336267181195264, 1/154742504910672534362390528, 1/309485009821345068724781056, 1/618970019642690137449562112, 1/1237940039285380274899124224, 1/2475880078570760549798248448, 1/4951760157141521099596496896, 1/9903520314283042199192993792, 1/19807040628566084398385987584, 1/39614081257132168796771975168, 1/79228162514264337593543950336, 1/158456325028528675187087900672, 1/316912650057057350374175801344, 1/633825300114114700748351602688, 1/1267650600228229401496703205376, 1/2535301200456458802993406410752, 1/5070602400912917605986812821504, 1/10141204801825835211973625643008, 1/20282409603651670423947251286016, 1/40564819207303340847894502572032, 1/81129638414606681695789005144064, 1/162259276829213363391578010288128, 1/324518553658426726783156020576256, 1/649037107316853453566312041152512, 1/1298074214633706907132624082305024, 1/2596148429267413814265248164610048, 1/5192296858534827628530496329220096, 1/10384593717069655257060992658440192, 1/20769187434139310514121985316880384, 1/41538374868278621028243970633760768, 1/83076749736557242056487941267521536, 1/166153499473114484112975882535043072, 1/332306998946228968225951765070086144, 1/664613997892457936451903530140172288, 1/1329227995784915872903807060280344576, 1/2658455991569831745807614120560689152, 1/5316911983139663491615228241121378304, 1/10633823966279326983230456482242756608, 1/21267647932558653966460912964485513216, 1/42535295865117307932921825928971026432, 1/85070591730234615865843651857942052864, 1/170141183460469231731687303715884105728, 1/340282366920938463463374607431768211456, 1/680564733841876926926749214863536422912, 1/1361129467683753853853498429727072845824, 1/2722258935367507707706996859454145691648, 1/5444517870735015415413993718908291383296, 1/10889035741470030830827987437816582766592, 1/21778071482940061661655974875633165533184, 1/43556142965880123323311949751266331066368, 1/87112285931760246646623899502532662132736, 1/174224571863520493293247799005065324265472, 1/348449143727040986586495598010130648530944, 1/696898287454081973172991196020261297061888, 1/1393796574908163946345982392040522594123776, 1/2787593149816327892691964784081045188247552, 1/5575186299632655785383929568162090376495104, 1/11150372599265311570767859136324180752990208, 1/22300745198530623141535718272648361505980416, 1/44601490397061246283071436545296723011960832, 1/89202980794122492566142873090593446023921664, 1/178405961588244985132285746181186892047843328, 1/356811923176489970264571492362373784095686656, 1/713623846352979940529142984724747568191373312, 1/142724769270595988

Figure 1: Schematic representation of the experimental design. The figure is divided into two main sections: 'Pretest' and 'Main Experiment'. The 'Pretest' section shows a sequence of 'Pretest' and 'Main Experiment' blocks. The 'Main Experiment' section shows a sequence of 'Main Experiment' blocks. The 'Main Experiment' section is further divided into 'Main Experiment' and 'Main Experiment' blocks. The 'Main Experiment' section is further divided into 'Main Experiment' and 'Main Experiment' blocks.



## 17-BIT SOFTWARE SAY!!!!!!

890

**WILLIAMSON**  
**WILLIAMSON**  
**WILLIAMSON**  
**WILLIAMSON**  
**WILLIAMSON**  
**WILLIAMSON**

**DON'T PAY MORE THAN YOU HAVE TO FOR E.D.**

[illegible]

SPECIAL ORDER FORM 4-PART, SUBJECT AND TOPICS FOR PAPER, FORM NO. 4.25  
THIS IS ONE OF THE 4 PARTS. YOU MUST GET THE OTHERS AT 17-BIT (1 PART ONLY)

LISTED BELOW IS A SELECTION OF OUR FAST RANGE, please add 50p towards postage and packing if you order less than 5 disks. Everybody receives a personal customer number which means all orders are dispatched the SAME DAY.  
WITH FREIGHT AND SERVICE CHARGES TO MAKE WE REALLY DO GIVE IT OUR BEST IN THE MARKET.

## GAMES PAGE 1

## THEORY

Stages  
Battle pong  
available  
at four games for  
only \$3.75  
THAT'S TOP  
in class

17-OUT  
EDUCATIONAL  
PLATFORM

A DASH FROM  
 ONLY 21.95  
 THAT'S TIP  
 A DASH  
 GREAT FOR  
 KIDS OF ALL  
 AGES!!  
 GO ON  
 FOR A DASH  
 DASH A

[illegible]

1. **NAME**  
 2. **ADDRESS**  
 3. **CITY**  
 4. **STATE**  
 5. **ZIP**  
 6. **PHONE**  
 7. **FAX**  
 8. **E-MAIL**  
 9. **DATE**  
 10. **SIGNATURE**  
 11. **PRINT NAME**  
 12. **DATE**  
 13. **SIGNATURE**  
 14. **PRINT NAME**  
 15. **DATE**

1997-1998 年 10 月 1 日  
 1998-1999 年 10 月 1 日  
 1999-2000 年 10 月 1 日  
 2000-2001 年 10 月 1 日  
 2001-2002 年 10 月 1 日  
 2002-2003 年 10 月 1 日  
 2003-2004 年 10 月 1 日  
 2004-2005 年 10 月 1 日  
 2005-2006 年 10 月 1 日  
 2006-2007 年 10 月 1 日  
 2007-2008 年 10 月 1 日  
 2008-2009 年 10 月 1 日  
 2009-2010 年 10 月 1 日  
 2010-2011 年 10 月 1 日  
 2011-2012 年 10 月 1 日  
 2012-2013 年 10 月 1 日  
 2013-2014 年 10 月 1 日  
 2014-2015 年 10 月 1 日  
 2015-2016 年 10 月 1 日  
 2016-2017 年 10 月 1 日  
 2017-2018 年 10 月 1 日  
 2018-2019 年 10 月 1 日  
 2019-2020 年 10 月 1 日  
 2020-2021 年 10 月 1 日  
 2021-2022 年 10 月 1 日  
 2022-2023 年 10 月 1 日  
 2023-2024 年 10 月 1 日  
 2024-2025 年 10 月 1 日  
 2025-2026 年 10 月 1 日  
 2026-2027 年 10 月 1 日  
 2027-2028 年 10 月 1 日  
 2028-2029 年 10 月 1 日  
 2029-2030 年 10 月 1 日  
 2030-2031 年 10 月 1 日  
 2031-2032 年 10 月 1 日  
 2032-2033 年 10 月 1 日  
 2033-2034 年 10 月 1 日  
 2034-2035 年 10 月 1 日  
 2035-2036 年 10 月 1 日  
 2036-2037 年 10 月 1 日  
 2037-2038 年 10 月 1 日  
 2038-2039 年 10 月 1 日  
 2039-2040 年 10 月 1 日  
 2040-2041 年 10 月 1 日  
 2041-2042 年 10 月 1 日  
 2042-2043 年 10 月 1 日  
 2043-2044 年 10 月 1 日  
 2044-2045 年 10 月 1 日  
 2045-2046 年 10 月 1 日  
 2046-2047 年 10 月 1 日  
 2047-2048 年 10 月 1 日  
 2048-2049 年 10 月 1 日  
 2049-2050 年 10 月 1 日  
 2050-2051 年 10 月 1 日  
 2051-2052 年 10 月 1 日  
 2052-2053 年 10 月 1 日  
 2053-2054 年 10 月 1 日  
 2054-2055 年 10 月 1 日  
 2055-2056 年 10 月 1 日  
 2056-2057 年 10 月 1 日  
 2057-2058 年 10 月 1 日  
 2058-2059 年 10 月 1 日  
 2059-2060 年 10 月 1 日  
 2060-2061 年 10 月 1 日  
 2061-2062 年 10 月 1 日  
 2062-2063 年 10 月 1 日  
 2063-2064 年 10 月 1 日  
 2064-2065 年 10 月 1 日  
 2065-2066 年 10 月 1 日  
 2066-2067 年 10 月 1 日  
 2067-2068 年 10 月 1 日  
 2068-2069 年 10 月 1 日  
 2069-2070 年 10 月 1 日  
 2070-2071 年 10 月 1 日  
 2071-2072 年 10 月 1 日  
 2072-2073 年 10 月 1 日  
 2073-2074 年 10 月 1 日  
 2074-2075 年 10 月 1 日  
 2075-2076 年 10 月 1 日  
 2076-2077 年 10 月 1 日  
 2077-2078 年 10 月 1 日  
 2078-2079 年 10 月 1 日  
 2079-2080 年 10 月 1 日  
 2080-2081 年 10 月 1 日  
 2081-2082 年 10 月 1 日  
 2082-2083 年 10 月 1 日  
 2083-2084 年 10 月 1 日  
 2084-2085 年 10 月 1 日  
 2085-2086 年 10 月 1 日  
 2086-2087 年 10 月 1 日  
 2087-2088 年 10 月 1 日  
 2088-2089 年 10 月 1 日  
 2089-2090 年 10 月 1 日  
 2090-2091 年 10 月 1 日  
 2091-2092 年 10 月 1 日  
 2092-2093 年 10 月 1 日  
 2093-2094 年 10 月 1 日  
 2094-2095 年 10 月 1 日  
 2095-2096 年 10 月 1 日  
 2096-2097 年 10 月 1 日  
 2097-2098 年 10 月 1 日  
 2098-2099 年 10 月 1 日  
 2099-2100 年 10 月 1 日  
 2100-2101 年 10 月 1 日  
 2101-2102 年 10 月 1 日  
 2102-2103 年 10 月 1 日  
 2103-2104 年 10 月 1 日  
 2104-2105 年 10 月 1 日  
 2105-2106 年 10 月 1 日  
 2106-2107 年 10 月 1 日  
 2107-2108 年 10 月 1 日  
 2108-2109 年 10 月 1 日  
 2109-2110 年 10 月 1 日  
 2110-2111 年 10 月 1 日  
 2111-2112 年 10 月 1 日  
 2112-2113 年 10 月 1 日  
 2113-2114 年 10 月 1 日  
 2114-2115 年 10 月 1 日  
 2115-2116 年 10 月 1 日  
 2116-2117 年 10 月 1 日  
 2117-2118 年 10 月 1 日  
 2118-2119 年 10 月 1 日  
 2119-2120 年 10 月 1 日  
 2120-2121 年 10 月 1 日  
 2121-2122 年 10 月 1 日  
 2122-2123 年 10 月 1 日  
 2123-2124 年 10 月 1 日  
 2124-2125 年 10 月 1 日  
 2125-2126 年 10 月 1 日  
 2126-2127 年 10 月 1 日  
 2127-2128 年 10 月 1 日  
 2128-2129 年 10 月 1 日  
 2129-2130 年 10 月 1 日  
 2130-2131 年 10 月 1 日  
 2131-2132 年 10 月 1 日  
 2132-2133 年 10 月 1 日  
 2133-2134 年 10 月 1 日  
 2134-2135 年 10 月 1 日  
 2135-2136 年 10 月 1 日  
 2136-2137 年 10 月 1 日  
 2137-2138 年 10 月 1 日  
 2138-2139 年 10 月 1 日  
 2139-2140 年 10 月 1 日  
 2140-2141 年 10 月 1 日  
 2141-2142 年 10 月 1 日  
 2142-2143 年 10 月 1 日  
 2143-2144 年 10 月 1 日  
 2144-2145 年 10 月 1 日  
 2145-2146 年 10 月 1 日  
 2146-2147 年 10 月 1 日  
 2147-2148 年 10 月 1 日  
 2148-2149 年 10 月 1 日  
 2149-2150 年 10 月 1 日  
 2150-2151 年 10 月 1 日  
 2151-2152 年 10 月 1 日  
 2152-2153 年 10 月 1 日  
 2153-2154 年 10 月 1 日  
 2154-2155 年 10 月 1 日  
 2155-2156 年 10 月 1 日  
 2156-2157 年 10 月 1 日  
 2157-2158 年 10 月 1 日  
 2158-2159 年 10 月 1 日  
 2159-2160 年 10 月 1 日  
 2160-2161 年 10 月

04/05/2013 10:21 AM  
RECEIVED 04/05/2013

[illegible]

**LEOPOLD KAPLAN**  
CHIEF, NEW

[illegible]

**DOUGLAS  
E. JOHNSON  
18TH DISTRICT  
JULY 1, 2011**

THE WEST LARK  
1950

[illegible]

2000年  
 2001年  
 2002年  
 2003年  
 2004年

TRY OUR  
UPDATE  
MAGAZINE  
CURRENTLY 20  
COMPUTER  
SHOPPER  
SAY  
10 OUT OF 10!

**THE LEFT LATCH**  
- BUREAU

[illegible]

**Abstract**

[illegible]

**THESE ARE THE BEST OF THE BEST**



## CLASSROOM MATHS

JOHN SHARLAND

Although the age range isn't stated, I'd guess that this program is aimed at 7-12 year-olds. When loaded, you are presented with a menu screen that is scroll-driven. There are four types of test games that you can play and you can choose to answer between ten and thirty questions in two of the games. You also have the option of the questions being displayed in order or at random. The four game types are as varied as they are interesting and consist of:

**The Classroom:** This test puts you in a classroom with a teacher pointing to a blackboard. Marks are given at the end. **Lift off:** You're an astronaut preparing to take off. There's a countdown number displayed and to lift off it must reach zero. Each correct answer decreases the countdown until an incorrect one increases it.

**Rescue:** This is the only game where you will need to use a joystick, and is a race against the clock. You control two firemen who hold a stretched-out blanket, and it's your job to rescue people from the top of a burning building. Answer a question correctly and a person will jump from the building. You then use the joystick to move the fireman left or right to catch the person. You have one minute to save as many people as possible before the building collapses. Watch out for those unlucky enough to miss the blanket!

**Goal:** Take a penalty shot. Get the answer correct and you score a goal, answer incorrectly and the keeper will save the shot with sticks given at the end. This program

will keep many young stars going back for more. Great fun.  
PD Goal \*\*\*



## TSB'S VECTOR DESIGNER V1.1

It states that this is the first filled vector designer on the Commodore range. The program allows you to create your own filled vector objects, use vector objects and text over letters to use in screen productions. The program is well supported with a 100% line scroll, screen codes, example objects and a demo. There is a great viewing facility and objects can be transformed easily. This designer also supports the first Vector Demoset (reviewed here last month) with some options. This is a must for all Screen makers.  
R & R PD \*\*\*\*



## OCTAMED PLAYER V1.0

This is a player for MIDI and OctaveMaker music. Apart from the player, the disk has two song databases. One for eight channel songs (five included) the other for ten channel songs (one included). If my memory serves me well the Game track was lifted from that group's mega demo. If you are looking for an OctaveMaker player this will do nicely.  
AMIGASTE \*\*\*

## FLITCHER FONTS Pack 4

The pack consists of six disks with a varied assortment of colour fonts. There are full instructions as to how to load the fonts and they are listed for video productions. As all the selected fonts PD Soft now only needs for the 68k capital letters, the other symbols and characters you will have to design yourself. Some of the fonts are 16 colours and 8Pixel can only support 8. To overcome this you will have to load an appropriate brush and use 16 colours. At present PD Soft have six packs available, four colour and two black and white. PD-SOFT 0004 (Commodore) \*\*\*\*





## VIDEO RECORDING



Your reply to Martin Finn's query in the July '91 issue was not quite final! He asked if he could record the game he was playing

on a VCR, to which you replied the only way to do the RF output, producing a distorted picture on some video recorders.

If you examine the Amiga modulator more closely you will see a video out socket. Most video recorders have a video input connection on the back. Simply obtain a phono to phono lead, plug one end into the modulator and the other into the video and hey presto, clear pictures.

Much better than forking out £1000 on a 'quality' unit don't you think?

Julian Smith, Woodstock, Bedford

Well Julian, thanks very much for your letter. You're correct about the video out socket but signal deterioration caused by connecting up the modulator means that you'll not be able to achieve optimum results.

## AMIGA LESSONS

I need help with a newly formed youth club

which has members ranging from 11 to 18 years old. They want to gain some computer knowledge, especially on the Amiga 500 which a number of them already own.

Most are very proficient games players but have very



little experience with educational programs, word processing, graphics and other 'serious' software. This is despite the fact that many of them own software that covers these areas. I am also a 'great' pupil but we would all like to learn!

Can you suggest the best way to approach this problem please? Can we start an Amiga club? How do we get in touch with someone who could help us as some much needed training aid alone? We do have a club room and at least 12 members who are showing an interest. All we need is instruction of some sort to get us started.

Amelinda, Windsor, Oxford

There are a number of solutions to your problem, Ann, but the one thing I would do before anything else, is to telephone

Andrew Bell, Commodore's public relations manager, and ask about possible assistance direct from him. Commodore has long had a commitment towards computer education, and I'm certain he could point

you in the right direction.

Another course of action that will provide you with invaluable information, is to buy a copy of *Mastering Amiga DOS* Volumes 1 and 2. These files are published by Bruce Smith Books, and available through your local book shop.

They lead the reader through all the various aspects of Amiga DOS, presenting information in a clear and eminently readable manner. They are suitable for beginners and experts alike, and represent an ideal starting point when learning more about the Amiga.

If your youth club has a reasonable budget, you could always advertise in your local paper for someone to get you started. All you need is a person who could visit your club for an hour or two each week and gently guide your group through the rudiments.

Once your members begin to discover the pleasure of using the Amiga for more than games, they will start to experiment on their

own and you will find the whole thing evolves into a self-perpetuating pool of knowledge. Some clubs even pay guest speakers to visit and talk about specific topics.

One point I must just mention, please remember that the attention span of a student learning high-concentration subjects, such as computing, is only about an hour, so don't plan any great six hour lectures on the marvels of binary to his classmate!

My first suggestion is to join an Amiga novice club such as Amiga Beginners in Ireland. If you can find one locally, you could attend it on your own, then return to your own group and share your knowledge with them.

If anyone out there can help Ann, please send your letters to me at G&A. Oh, and congratulations, we've made your query G&A's letter of the month, so we'll be sending you copies of G&A Amiga guide for the next 12 months. I hope your youth club members can make use of our great disk-based materials.

## MINI OFFICE AMIGA?

There is a very good suite of programs for the BBC called Mini Office if it includes a word processor,



see, database, spreadsheet, label printer and a common macros package, all on one disk. Is there a Mini Office program for the Amiga? If there isn't, what are the chances of you approaching the producers. I'm sure it



**CU Amiga's very own Mr Fixit, Martin Rayner, once again attempts to sort out your technical queries and quibbles and set you on the road to a problem free future.**



would be a good seller because it's already very popular on the BBC and PC Magazine Channel. *London*

To the best of my knowledge, there is no Amiga version of Mini Office. There is, however, a very good package called *The Works!* This suite of programs contains a word processor, database, and a spreadsheet. There are also mailmerge facilities which can be used to print labels, and a graph facility which is used in conjunction with the spreadsheet.

The latest update to the program (called *The Works! Plus/Screen Mailer*) also includes a comma package. The two packages cost £49.95 and £81.95 respectively, and can be bought from *Silice*.

## NTSC OR PAL

I live in the United States, and I have a question re there is a difference in the resolution over in England compared to over here?

For example, I ordered *Amiga's Rock Off 3 and Player Manager*. After loading them up, I found the picture to be half way down my monitor screen.

Is there any way to fix this so I can use European games to the full?

*Jason Little, Jacksonville, Florida*

There is indeed a difference in the resolution of screens in the USA as there is in Europe. There are two main display protocols: NTSC which is used

in America, and PAL which is used in Europe.

Displays which use the PAL protocol run at 50Hz and have a higher resolution than NTSC screens, which run at 60Hz. Amigaes fitted with the new latter Agnus chip have the option to switch between the two display formats using special software.

Fortunately, there is a place of PC software which performs this function, and is available from *Seventeen 88*. Just ask for disk number 1001.

## T-SHIRT PRINTING

I was both surprised and delighted to notice an article in the June issue about printing t-shirts using the Amiga and a colour printer. I immediately saw the opportunity to make some money to fund my Amiga's next monetary thrust for hardware.

Although the article was excellent, I found myself in need of more information. I intend to buy blank t-shirts in bulk, print them with coloured Amiga graphics, text, digitised pictures etc. and retail them. I would be very grateful if you could answer these few questions. As I am sure other readers may be thinking along the same lines:

1. What type of printer could produce retail quality t-shirt prints? Would a Star LC10 colour suffice, or would one such as the Casewe Swift 24 pin colour or Star LC200 colour be needed?

2. How much do these special ribbons cost, and what would be the life expectancy?

3. How many colours would any printer need in order to produce good results? Is it only a seven colour job what happens if I try to print 32 colour pictures or even 1024 colour HiAMP?

4. Do the finished prints last, or can they be expected to fade after the first wash?

5. I am using Photon Paint. Do I need any additional hardware to begin printing?

6. How do dot matrix printers cope with digitised pictures?

*The Edwards, Tringham, Haverhill*

Questions, questions, and not a moment to spare. It seems that the T-shirt feature was not generated as much of an interest, especially amongst potential entrepreneurs. I'd try to answer your questions as best I can, but if you have any further queries, I'm sure the staff at *Care Electronics* would be happy to answer them. You can phone *Care* on 0933 872100.

7. This seems like a loaded question. In the first place, what is your definition of 'retail quality'? Some designs are deliberately made to look blocky, and therefore any printer would be fine.

However, if you want to produce ultra-smooth hi-res images, then a nine pin printer will definitely not suffice. Although 24 pin printers produce a resolution of up to 240x240 dots per inch, pin printers such as the *Clivex* and *Star* tend to produce very harsh print-outs with badly mixed colours. Although in terms of resolution these prints

are equal to some cheap laser printers, the harshness spoils the ultimate effect.

Unfortunately, *Care* don't produce cartridges for the bubble jet printers, but if they did, these would seem to be the ideal option. Perhaps if enough people poster them they will consider making such cartridges.

8. The ribbons vary in price between about five pounds for a black ribbon up to more than £50 for certain colour ribbons. The life expectancy is, on average, 10 screens dumps per ribbon.

9. To a certain degree, it's not a question of how many colours your printer has, as the suitability with which it can mix them that counts. Using the standard printer preferences from *Workbench*, many colours tend to look very muddy. Those colours that suffer especially are colours which are neither primaries (red, green, blue), secondaries (purple, orange etc), or tertiaries (pink) mixtures of any two secondaries.

*Care Electronics* publish a superb piece of software called *Finalcolor*, which allows your printer to print colours to the best of its abilities.

I therefore recommend this software to all colour printer owners, regardless of whether or not they're going to print T-shirts.

10. The finished prints, provided they are treated to accordance with *Care's* instructions, should last as long as any other piece of clothing which has been dyed in other words, months.











5. *Photon Point* is OK, although for preference I would use *Ch-Paint II* or *IV*. Apart from that, see the above point about additional software.

6. Digitized pictures cause a lot of problems, no more problems than any other type of picture in theory.

However, in practice, if you are using pictures that have been digitized in RAM mode, the images will have a lot of very subtle shading. This subtlety is likely to be almost completely lost because your printer is incapable of reproducing the tiny nuances of shade that make up a digitized image. Even using *FlexStamp*, you are unlikely to produce prints which are completely faithful to the original, although it will greatly improve your chances.

## INSTALL SHORTCUT

Four months ago I bought an A500 and started to buy CLJ Amiga. Since then, I've been working with CLJ a lot because I want to master the great machines, (I like challenges!)

In your July issue, I noticed a programming solution in CGL that could have been simplified. I typed in your program and although it worked great, I think this is a quicker solution to Andy Jarvis's question about using the install command on single drive computers. Type `install -uninstall` then put your empty disk in DPO. The Amiga replies

## DRIVRA, NOBOOTDIS, CHECKDIS

If you then type `DPO -install`, the boot-block will be installed on the empty disk.

Incidentally, I have read many books on the subject of CLJ and Amiga DOS, but I constantly encounter the same problem. All Dutch translators refer to *Kuistert* 7.2, but because I'm using 7.3 there are many important improvements that are not mentioned.

It is very difficult to find any Amiga books here, so do you have any suggestions: mail order perhaps?

*Georg Meier (Schiller) Belgium*

Thanks very much indeed for your comment, Georg. Although I'm not certain, I think the commercial format you gave us doesn't work on 1.2 machines, and we couldn't therefore print it bearing in mind many of our readers own the older machines.

As for your book problem, you could order *Mastering Amiga DOS 2*, Volumes 1 and 2, from Brian Smith Books. You can phone them on 0737 41243, or write to them at PO Box 382, St Albans, Herts, AL3 3UD.

Alternatively, Silco can supply you with a large selection of Amiga books by mail order. Write to them at 14 The Mews, Heatherly Road, Sidcup, Kent.

## WHICH LANGUAGE?

I am interested in programming games, demos and the like, and at the moment I'm using AMOS. I find that although AMOS is good, it is limited and does not allow you to make full use of the Amiga's capabilities; whereas with an assembler I could use all of the Amiga's features.



ture.

I was hoping you would be able to recommend an assembler such as C or H-soff's *Devpac* or something along that line.

*M Helen Penlington, Swansea*

Well, it seems as if you've already done your homework, because you mentioned one of the most popular assemblers when you suggested *Devpac* might be a possible solution.

However, it seems to me as though you have not even really decided which language you want to program in. Apart from Basic (of which AMOS is a very powerful dialect), there are two further options considering what it is you want to do: C or 68000 machine code.

An assembler merely allows you to program using pseudocode instead of numbers. In the new form, machine code is simply a series of numbers, but because it is extremely difficult to read and coding lots of numbers, an assembler allows you to use short letter sequences to represent single or multiple commands. The assembler then translates your letters into pure machine code.

Unfortunately, even using an assembler, machine code is still thought by many to be one of the hardest languages to learn. The C language takes the idea of substituting recognizable letters for numbers a stage further. In C, you use statements which are often ordinary English words.

Although the syntax (grammar) of C is still initially confusing, it provides an easier starting point when trying to access the higher functions of the Amiga.

An additional advantage of using C over any other language, is that programs

written in it are not processor specific. They can be easily translated from the Amiga to the AT for example, with only minor modifications to compensate for the different abilities of each machine.

The greatest disadvantage of the C language is the complex way in which programs are constructed. First you must write your program using a text editor, this file is then processed by a compiler which checks the syntax of your program.

Providing all is well, the file produced by the compiler must then be passed through a linker before any executable code is produced.

Unless you are using a hard drive, or have lots of spare memory, this three part process can take a great deal of time and effort. With the addition of an AMOS compiler which will now produce fast running machine code, plus new routines and a 3D module, you might want to re-evaluate whether *AmiGOS* might in fact offer you to achieve your objectives.

If not, *Lesson 5.5 C* is probably the most popular C compiler, whilst *Devpac* seems to be the favourite machine code assembler.

Even after you've gone to the expense of buying your new assembler or compiler, you'll still need masses of reference books. The ROM Kernel books (considered essential reading) will set you back more than £60. A complete library could run into the hundreds!

## SHOULD I BANK MY GUARANTEE?

I have only had my Amiga 500 for a month and I wonder should I can exchange it to one meg, or even two





This month, we aim to stretch your grey matter further than it has ever been stretched before, with a duo of mind-bending games – Gravity Wars and Dad. In addition, you can try what you read in our brilliant disk tutorials, which this month include a Rotoscoping demo – featuring none other than Bart Simpson!



## TRIX

The other games players among you will be instantly at home with this old favourite. Based on the classic *Orb* coin-op, *Trix* updates the original's basic gameplay to create an even more addictive title. The player is given control of a small dot which starts each level at the bottom of the screen. The rest of the play area is taken up by a large black square, inhabited by a series of electrical sparks and the perimeter of which is patrolled by a series of smaller sparks. Using the joystick to guide the dot, the aim of the game is to fill the dark screen with colour whilst avoiding contact with these sparks. Pressing the firebutton whilst moving the joystick in the required direction prompts the dot to leave the perimeter and enter the play area. Once inside the play area the aim of the game is to collect as many of the sparks until over 99% is filled. On leaving off key areas of the screen, they are instantly filled with blue light, but care must be taken not to go back so your trailing line or to break the aforementioned sparks. Performing the former updates a bar-like spark which will kill you on contact, whilst touching the other sparks or letting them touch your trail results in a similar fate. Simple, but mindbogglingly addictive, give it a go.



with a saved Bootblock, this will allow you to identify an old your with a changed message. Red indicates that the byte is identical, whilst white means they are not. Press cancel to exit the FALL. Like the CUI install command this will write a standard DOS Bootblock on the disk.

## SINGLE DRIVE OWNERS

**SAVE AND COMPARE** Insert the disk with the Bootblock on that you wish to save. Click on the save option of your choice. Bootblock Chargeback! now hold the bootblock. After the read function has listed its contents in the display window remove your original disk and insert the disk that you wish to save the Bootblock on. Give the bootblock a file name and click OK. LOAD Insert the disk with your saved Bootblock on and click the Load icon. Choose the file to load and click OK, you will then be requested to insert the disk to write the Bootblock on into drive DFD.

**PRINT MANUAL** Should you wish to print out the Bootblock pages you will need to copy a Port Handler to the L drive of the computer. Press P to print (Screen shot of Main screen)

## DISK TUTORIAL - BARTMAN ANIMATION

If you press F3 from the Main menu you will be presented with an excellent 14 frame animation examples of Rotoscoping created by Peter Lee. You can pause the animation by clicking the left mouse button. FVAnim is used to run the file which is called Bartman.asm. To exit back to the main menu click the



right mouse button. A full tutorial can be found in the mag beginning on page 36.

## DOCS MENU

Pressing F4 will bring on screen the docs menu. There is the docs for Gravity Wars, Dad and Bootblock Chargeback! Access them by pressing the appropriate function key. The printer settings on the disk are configured for the Epson 24-60. If you don't have an Epson compatible printer, you will have to put your own driver on via Workbench Preferences.

There is also an option to view the Saving animation picture that's on the disk. The animation frames are for you to take with DFPrint II. To call the picture viewer, press the right mouse button. The pic is called Saving and can be found in the PCGSANIM.PICS Dir.

To use the frames in DFPrint II for IV if you have it, go to the Animation menu and set the number of frames to 1. Load the Saving picture into the first frame, an open screen, whatever you prefer. Cut out the first main picture of the Saving screen and position it on the first frame of your animation. Ensure that when you cut out the picture as a brush, you include the white border that surrounds it because this is used as a reference point when adding subsequent frames.

Having positioned the first frame, pick up the second picture from the Saving screen (including the white border) and line up the border lines with the frame that you've already positioned. When you have lined it up exactly, press 2 to step to the next frame of animation, and press the left mouse button to position your brush on the page. Continue, build

ing up your animation in this fashion until all eight frames are positioned. When you do need it up to you. You could try Rotoscoping the animation to yourself or you could simply watch the guy swing!

To return to the Main menu press









ICD Add-on from Silica Systems, which allows you to add up to a further five megs internally.

Unfortunately, you cannot add these expansions without invalidating your guarantee.

For the weather user, the SuperFam plugs into the expansion port at the left-hand side of the Amiga without harming your guarantee. Up to eight megs can be added. Details available from Silica Systems on 081 308 1111.

## HAM INTO DELUXE POINT WILL GO

When I purchased my Amiga, it was bundled with *Proton Paint Plus* and *Deluxe Paint II*. After reading the *Proton Paint Manual*, I

seemed more handy than *Deluxe Paint* so I started on a series of exercises, and have done many, many frames.

Obviously with only half a megabyte of memory, these animations wouldn't fit in *Proton Paint*, so I purchased *Deluxe Paint II* specifically for the animation facility. Very luckily, I had not tried to transfer *Proton Paint* files to *D-Paint*, and was horrified to see the system message "Sorry HAM pictures can't be loaded".

Please, is there a way of converting my *Proton Paint* files to run non-HAM? It has taken me over six months to do the animations and I can't run them.

I also intend to buy a memory upgrade (as is it expensive, or otherwise if I'm contacted). All I know is I want two or two-and-a-half megs of memory so I can run my animations, and load a lot of samples into *Music X-Press*. Have you any advice?

Please spread the material, and if you *Proton Paint* files can be run in *Cal Animator* I'll gladly

find this anywhere. Does it still exist?

*Andy Mathies, Aberdeen, Scotland*

In answer to your first question, yes there are several ways to convert HAM pictures to run on *D-Paint*. The best solution is a truly fantastic image processing package called *Painter*. Not only will this package allow you to convert pictures from HAM mode to any other screen format, it allows you to change the number of colours, screen resolution, colour base etc. It also performs dozens of other for more technical operations, many of which use boolean logic.

I'm not sure if there is only one correct term for extra memory boards, but the terms 'memory expansion' and 'memory upgrade' are both equally valid.

*Proton Cal Animator* is still available, although you will find yourself encountering the same memory problems as before. For further details try *Amiga Centre Scotland* on 081 857 4242.

## SEQUENCING

At the moment

I am considering buying a music sequencer, but I don't know which one to buy. I have a Yamaha PSR 47 keyboard which is MIDI compatible, so I would obviously like MIDI software. I've already used a sequencer called *Sequencer Pro*, 2.0 which is great but too expensive for me to buy as I am looking for something under £100.

I want a music sequencer that will enable me to create music by playing on the keyboard, but which also permits me to enter music note by note. Any suggestions?

*Phil Lockhart, Wigan, Lancs*

Most sequencers will allow you to play tunes in the manner that you've described. As a matter of interest, recording notes on your sequencer whilst you actually play them is called 'Real time' recording (linking the notes one at a time is known as 'Step time').

*Sequencer One* from *Softix*, *Music II Junior*, and *Dr T's Tiger Cubes* are among the professional products available for less than a hundred pounds. In terms of true budget priced sequencers, there are numerous public domain products available, including *Coloured Protector* and *Winter Soundwriter 2.5*.

## PRICE AND RUN

I'm trying making up my own demo disks using *Setup* to

define the keymap so that everything loads from a single key press. The trouble is, when I want to define complicated command sequences (a batch file like the startup-sequence for example) I can only enter a couple of commands before I run out of space in the keymap editor. Is there a way that I can run those long command sequences or am I only limited to the space allocated by *Setup*?

*Paul Jenkins, Buxton*

Try typing all of the required commands using a text editor such as *Cyrus* or *Ed* (entering a separate line to each command, save as a normal ASCII text file. Having entered that the *Execute* command is in the *C* directory of your disk, you need only to define the appropriate key followed by a return character, and the computer will automatically perform all your text file commands.











• Dorset  
T 0202 718008  
• Bristol  
T 0117 620444  
• Manchester  
T 061 257 3999  
• Wales  
T 0902 212000



• Southampton  
T 0703 262777  
• Poole  
T 01752 8834  
• Edinburgh  
T 031 554 9957  
• Central London  
T 071 582 4086



**Expert Hardware Advice**  
0173 520044  
Richard Rogers

**REMEMBER,  
AT DIAMOND YOU HAVE A CHOICE**

Authorised full service centre in our brand office  
have a fitting same day repairs. Contact. With our  
service manager for details Bristol 0173 520044

## NEW PACK NEW

**AMIGA 500 800K PACK  
INCORPORATING  
AMIGA 500 +**

2MB Storage Disk  
100 KHz 10MHz  
640K Colour  
Mouse  
1 1/2 inch floppy  
Disk Drive  
14 pin Drive

1MB Storage  
640K Colour  
Mouse  
1 1/2 inch floppy  
Disk Drive  
14 pin Drive

**"DIAMOND INCLUDES QUALITY"**  
Warranty 1 Year (2 Year 2 Year 2 Year)  
1 Year 1 Year 1 Year 1 Year  
1 Year 1 Year 1 Year 1 Year  
1 Year 1 Year 1 Year 1 Year

ONLY £399.00

WITH  
800K MB 8 Colour Monitor  
ONLY £579.00

**30%  
SALE**

## PACK

**AMIGA 500 800K PACK  
INCORPORATING  
AMIGA 500 +**

2MB Storage Disk  
100 KHz 10MHz  
640K Colour  
Mouse  
1 1/2 inch floppy  
Disk Drive  
14 pin Drive

1MB Storage  
640K Colour  
Mouse  
1 1/2 inch floppy  
Disk Drive  
14 pin Drive

**"DIAMOND INCLUDES QUALITY"**  
Warranty 1 Year (2 Year 2 Year 2 Year)  
1 Year 1 Year 1 Year 1 Year  
1 Year 1 Year 1 Year 1 Year

ONLY £368.00

WITH  
800K MB 8 Colour Monitor  
ONLY £538.00

## 8 PIN PACK Word Processor & GTP

1 1/2 inch floppy board  
1 Philips 800K MB 8 Monitor  
1 SWIFT 8 Color  
1 Connecting Lead

**PLUS HOME OFFICE**  
The ultimate word  
processor GTP pack  
1 Integrated Word  
Processor  
1 GTP  
1 Spreadsheet  
1 Database

ONLY £775.00

## 24 PIN PACK THE QUALITY AMIGA 500 ULTIMATE PACK

**PLUS HOME OFFICE**

The ultimate word processor GTP pack

Integrated Wordprocessor  
GTP  
1 Spreadsheet  
1 Database

Plus  
24 pin SWIFT 24 pin port printer  
Including color kit  
PLUS

1000 RAM Board  
Philips 800 MB 8 Monitor  
£699.00

## PACK

**20MB Hard Disk with 10MB RAM**

1 1/2 inch floppy 1 1/2 inch floppy  
80 Disk Capacity 1 Disk Box  
ONLY £339.00

AMIGA 500+ Hard Disk

0MB RAM £379.00 1 1/2 inch RAM £399.00  
1MB RAM £399.00 2MB RAM £419.00

**30% TRUMP CARD**

0MB RAM £379.00 1 1/2 inch RAM £399.00  
1MB RAM £399.00 2MB RAM £419.00  
2MB RAM £439.00

## PACK

**QUICK & EASY MASTERS PACK**

Everything you need  
to create your own  
in house manual and more...

AMIGA 500 +  
800K-0

The complete MIDI sequencer  
as used in recording studios  
by the professional  
1 1/2 inch floppy  
1 1/2 inch floppy

ONLY £399.00

## IN EXCITING TECHNICOLOR







**WANT A1500?  
GOT A 500?**



**SWAP IT  
FOR ONLY  
£499.00**



## MR DIAMOND'S PART EXCHANGE CENTRE

### STEP INTO THE FUTURE WITH THE AMIGA FAMILY OF COMPUTERS

#### AMIGA 500

The absolute best value buy - with superb graphics, there is no better machine on the market with 1000's of Top Software titles from as little as £9.90 at Diamond

#### AMIGA 1500/2000 rev B

For the most adventurous user, it's a machine not only offering all that the above does, but also has capabilities for the latest in video editing and digitising. High quality animations, most general application software and has the possibility of being easily converted to a compatible PC, XT or AT. Most small to medium sized companies can be easily administered on this machine. **NOTE:** All of Diamond's prices, advertising is produced on an Amiga 1500

#### AMIGA 3000

The Ultimate machine for the serious user - again as well as offering everything from the other two machines it also has Commodore's new multi tasking operating system, standard 3D raster free graphics on screen as standard. There is even a Unit option for this machine. It has an 80486 and 32bit processor and undoubtedly sets the standard for professional use for the 1990's

**Now You Understand The Machines  
Improve Your Social Standing  
With The Ultimate in Amiga Power**

### DON'T YOU OWE IT TO YOURSELF TO DRIVE THE BEST? NOW YOU CAN WITH DIAMOND'S

Full upgrade paths and trade-ins are available on your Amiga 500 from all our branches

All you have to do is bring, in your computer and any accessories and as long as it is in adequate condition then you can walk away with an Amiga 1500 for only

**£499.00**

PC's is available from all of our branches

Come to **DIAMOND** and meet the Amiga Expert



#### AMIGA 500

A 1500 1MB RAM  
3 1/2" floppy disk drive,  
base machine with its 3 1/2" floppy disks  
and software pack **£399.00**

all others a **Monitor** **£399.00**

with XT Bridgeboard **£399.00**

#### INCREDIBLE PC OFFER

visit Mr Diamond and discover what  
your A500 is worth in part exchange

XT Bridgeboard  
3 1/2" floppy drive **£149.00**

AT Bridgeboard with either  
3 1/2" or 5 1/4" floppy drive **£375.00**

#### AMIGA 3000

**The NEW  
Commodore AMIGA**

AMIGA 3000 25-100 colour, 100mb hard disk

An incredible **£2395.00 INC**

**Mr Diamond Incredible Offer  
with 1050 Mayno monitor**

**£2595.00 INC**

AMIGA 3000 4MB RAM expansion  
**£349.00**

This machine is a writeable installation. It comes with  
Microsoft's 3.5" Floppy Conversion, Networking  
Operating System. It is a writeable master write master is a  
master (master without) being in the base form. It can  
be used as a master. This is the machine to use the master  
for professional use. 1/2/90's

#### AMIGA 2000

If you have reached the limit of the A500  
then, take advantage of the **Diamond Part  
Exchange Upgrade Offer**. Swap your  
1MB A500 for an A2000 for **ONLY £349.00**

**Mr DIAMOND AMIGA 2000 PACK**  
A2000 Rev. B 4mb Autoconfig Hard Disk  
20mb average across **ONLY £995.00**  
with Colour Stereo Monitor **ONLY £1195.00**

A2000 base machine **£499.00**  
EX. 5000 A2000 **£349.00**

**PC XT & AT Compatibility for AMIGA**  
XT Bridgeboard  
3 1/2" floppy drive **£149.00**  
AT Bridgeboard with either  
3 1/2" or 5 1/4" floppy drive **£375.00**





The MS-Thumb is the top-selling microcontroller. Representing the latest in technology, directly from the USA, it is the only controller to support IBM, Apple and Apple MAC platforms, as well as Intel. This allows the MS-Thumb to be the true cross-platform communications controller. No other computer can do this.

© 2004 Blackwell Publishing Ltd  
Journal of Internal Medicine 255: 105–114

Base Board	Price	Notes
9445-populated	\$79.99	Extra
9446-populated	\$79.99	Extra
9447-populated	\$129.99	Extra
9448-populated	\$129.99	Extra

554 05

[illegible]

When asked about the company's future, CEO  
 said, "We're looking at a lot of things."

The company is looking at a lot of things, including  
 the possibility of a new CEO.

The company is looking at a lot of things, including  
 the possibility of a new CEO.

[illegible]

Reliance	025.00	First 1000 shares	020.00
Spokane	016.00	Stonington	012.00
Allegiant	010.00	Fluor Corp	010.00
Aspen	08.00	The Atlantic Turco	008.00
Sanford	01.00	Chemical Bank	05.00
Midcap	010.00	Chatterbox	004.00
Thomson	005.00		

100% Satisfaction Guarantee

with a  
**Go-Processor**  
board  
Phone for  
connecting to

That's how. Because you can high-contrast mode  
with the FlipStar Flip Video Card

with COGNATE BLOOD. The SCEN hand glove  
is impervious to BLOOD. It is KNOWN that information on  
this is available to the public.

1000g Combo with 180g 3.5mm	1798
1000g Combo with 400g 3.5mm	1748
1000g BCB Pure Fish	1298
1000g BCB Pure Shell	1298

1-800-222-2222 • 1-800-222-2222 • 1-800-222-2222

Table 1. Various 2 Field Cuts	
1000000000	00000000
1000000000	00000000
1000000000	00000000
1000000000	00000000

Obviously, when you carry as much stock as DIAMOND, you can't advertise all your spares, but contact your local branch and we guarantee you won't find the part that you're looking for at a better price.







8088 £125 RAM card + clock  
ONLY £229.95

ALL PRICES  
INCLUDE  
VAT



ALL PRICES  
INCLUDE  
VAT

8088 £125 RAM card +  
Back Drive ONLY £251.95

## CHIPS & DISKS

We only sell new chips

8088 Memory chips

01Mbit £11.95

12Mbit £28.95

0.2Mbit £89.95

4096 DRAMs Populated £289.95

8088 EXPANDER CHIPS

Have Board (DMB) £81.95

with card in RAM to your

specification

2Mbit £99.95

4Mbit £127.95

8Mbit £209.95

16Mbit £219.95

## DISK CONTROLLER CARDS

The GRABDISK444 new SCSI controller  
from FDS. Price Perfect! (per) (card) for  
8Mbit formatted RAM

ONLY £239.95

NEEDS SCSI hard disk controller card  
space for 8Mbit on board RAM

ONLY £299.95

The U.K. official importer

## MONITORS

ALL PHILIPS U.K. MONITORS  
HAVE 1 YEAR ON SITE  
GUARANTEE



PHILIPS 80000 8"

Colour Monitor with stereo sound

+ FREE LEAD & CLOTH COVER

Only £229.95

• P18 composite (2Mbit) 95

DIAMOND Multiplex Monitor

Display 100

COMMODORE 1000s

Only £222.95

COMMODORE 1000s Monitor

Only £244.95

## DISKS

FOR A LIMITED PERIOD WE ARE  
SELLING HIGH QUALITY 3 1/2" 50MB  
BULK DISKS AT ONLY £5.95 EACH

## PRINTERS & RIBBONS

STAR Laser printer

£189.95

CITIZEN 400

£169.95

DEKATA Laser 400

£209.95

PHILIPS 4000 1.60

£119.95

CITIZEN SWIFT 24

P.D.A.

1000 00000

P.D.A.

PARALEXIC 4000 1.60

£187.95

ORIMATE 20

£159.95

STAR Laser 400

£169.95

STAR Laser 400

P.D.A.

## REBBS

QW 00 00000

£4.95

QW 00 00000

£4.95

PARALEXIC 4000 1.60

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

QW 00 00000

£4.95

## VIDEO SECTION

Deluxe Paint II

£34.95

Digitizer II

£34.95

Proton Paint II

£34.95

Sprite

£3.95

Icon Paint

£3.95

Comic Setter

£39.95

Can Do

£39.95

Plan Performer 2

£74.95

Screen Converter

£27.95

Digitizer Color 4.0

£89.95

Paintor-Vision

£89.95

Disney Animator

£89.95

Studio

£89.95

Video Studio

£119.95

Can Get Pro Pack

£24.95

Hyperbook

£39.95

T.V. Show

£49.95

Deluxe Video II

£57.95

Amiga Vision

£59.95

Art Department

£49.95

Art Dept Pro

£134.95

Art Dept Pro

£134.95

Commodore II

£59.95

Deluxe PhotoLab

£49.95

Scale

£149.95

## ADDITIONAL MUSIC 4400

At Diamond we have a wide range of music  
packages from the Commodore 64  
to the Amiga 500

Music ver 1.1

£29.95

Perfect Sound

£39.95

Audio Engineer

£149.95

Master Sound

£25.00

Quarter

£39.95

MIDI UP

£34.95

Keyboard

£29.95

## HOW TO ORDER

Simply telephone through your order, giving your Account  
or Visa card Number or send a cheque or postal order to  
your Local Dealer

All prices include VAT unless otherwise stated

Next Day Courier Service Delivery £11.75

Please allow 5 working days for cheque clearance

Bankers drafts clear on the same day

All payments must be made in cash or by card (no cash on delivery)

## THE DIAMOND PRICE PLEDGE

At Diamond, we guarantee that you will never pay more for the same goods from any of our 14 computer stores

Diamond will match any price

When you buy from us, we will never be able to buy you a better price

The Diamond Price Pledge only applies to new goods and services  
purchased before the end of the month of publication

It does not apply to computer prices offered to existing clients

printed photograph

LPC Machines  
121 Bayside Street  
Loughborough Spa - Works

TEL 0528 312195

FAX 0528 883432

## OPEN ON SUNDAYS

Diamond Computers

144 Ferry Road

EDINBURGH

Scotland

TEL 031 254 3357

## OPEN ON SUNDAYS

Diamond Computers

1022 Stockton Road

MANCHESTER

TEL 061 257 3999

FAX 061 257 3997

Diamond Computers

232 Tottenham Ct Rd

LONDON W1

TEL 071 580-0155

Always World dominators

Diamond Computers Ltd

41 Lodge Road

SOUTHAMPTON

TEL 0703 230777

FAX 0703 230679

Diamond Computers Ltd

466 Ashby Road

POOLE Dorset

TEL 0202 316256

FAX

Diamond Computers Ltd

227 Wyke Avenue

BRISTOL

TEL 0272 683542

FAX 0272 683222

Diamond Computers Ltd

1043 High Road

Chesham Bucks

BOMFORD

TEL 081 287 8831

FAX 081 280 6929





Wordworth perfectly word processes a specialized type of computer for processing text rather than information, having a typewriter keyboard with a device that records typed words and displays them on a visual display unit (see above) for editing and automatically printing in the chosen format.

# SPREAD THE WORD

If the pen is mightier than the sword, where does the Amiga fit in? We check out two of the latest wordprocessors and put them to the test.

**W**ordworth and Pen Pal are two wordprocessors with a distinct up-market flavor about them. Being an avid user of Kindred up until this point, I kept it in the chance to review these two products — and I was impressed by what they had to offer. Wordworth takes a while to set up, so you have to copy files across from your Microdisc disk for it to run correctly. This is because the program uses the new Workbench version 2.0, and needs to know what system you are running so that it can boot up correctly. Also, on the first use of your working copy, you must enter your name and license number — this flashes up whenever the program is started, hopefully to deter pirating. Installing Pen Pal, however, is simplicity itself. Having selected a printer driver from the Pen Pal disk, you may then type away to your heart's content.

## THE WHITE STUFF

The quality of Wordworth's manual will give you a taste of how much care has gone into the programming. A great deal of thought and many illustrations have

gone into the design of the manual (and rightly so, as it is probably your only source of reference). There are guides from William Wordworth throughout the manual, and each turn of the page brings greater understanding. It has more the feel of a good book rather than an instruction manual. Pen Pal, on the other hand, gives a clear guide to its product, with a no-nonsense sort of approach. It is more the sort of manual you refer to when fitting a problem,

rather than reading it straight through. Both programs start with an animated document showing on the screen. Because of clarity this is it results in quick fitting the program. The screen layouts are similar, cut

once again Wordworth has the edge. With Wordworth you have more immediate access to different text formats and the available LINDOS command. It also displays information in a more graphic way than Pen Pal, whose text-only requester boxes are no match for Wordworth's icons, which are far more user-friendly.

## SPECIAL FEATURES

Both programs have a huge array of

## WORDPROCESSOR FEATURES COMPARISON TABLE

FEATURE	PEN PAL	WORDWORTH
HW HANDLING	Amiga 1000-5 Meg	Amiga 500-5 Meg
SPELL CHECK	100,000 words	100,000 words
MAIL MERGE	YES	YES
WORD COUNT	YES	YES
THESAURUS	NO	20,000 words
FONT SUPPORT	200 fonts	Special
DECK OPEN	4 files	1000 files
DOC. INPUT	RT ASCII	RT ASCII, wordart, Pictorial, Pictorial
PICTURE INPUT	RT & RAM	RT & RAM
PROGRAM SPEED	GOOD	EXCELLENT
SPECIAL	Large font Editline	Special, Wordworth V2.0



## SPECIAL FEATURES

### PEN PAL

**OUTLINE:** A fully integral Outlinesave with all the features you would expect, i.e., Insert/Delete, Cut/Paste, etc., merge, label design and printing, etc.

**PAGE VIEW:** A reduced full page view of the current document is shown, while in this mode you can still manipulate and insert graphics but not text.

**LINE DRAW:** Allows you to draw lines, boxes and borders as graphic objects. Also you can fill the box in with the colour of your choice.

### WORDWORTH

**SEARCH:** The document or any part of it may be read back to you, or as you type, the words are spoken.

**WORDWORTH VCL:** Wordworth can enter the new VCL Wordworth, the improved version of Wordworth VLS. A new-line copy is also supplied.

**IMPORT:** Allows you to load documents created with other Wordprocessors—directly into Wordworth with no alterations.

lets and special functions that are interesting to experiment with, such as the puzzle game on Wordworth.

Pen Pal pulls back a few points with its integral Outlinesave, which allows you to store data in a more convenient format. You may use it to store figures, address lists and phone numbers or even recipes! Wordworth has no such features, but it does allow you to load in documents that you may have saved using a different wordprocessor.

An unusual function of Wordworth is the speech option, which will read back part or all of your document to you using the Amiga's built-in speech synthesizer—useful for proof-reading a complex piece of text. Perhaps three of you without a printer can now tape your letters (and then send them to your friends).

As a writer myself, I find a thesaurus invaluable in my work, and was disappointed to find that Pen Pal didn't have one. Wordworth has a 30,000 word thesaurus, which gives excellent results and gives the English spelling of words and not the American equivalent in colour and notation. It provides eye-onyms and parts of speech (noun, verb,

### OTP DILEMMA

Why purchase a wordprocessing package if all else there are OTP gives? No! Publishing packages such as Professional Page 3 provide! OTP allows you to design anything that is intended to be printed with the minimum of time and effort. It works by using you create different text boxes and then shows your letters with other text or graphics. The way it works is you create text and graphics graphics in second to none, OTP has all the graphic formats covered for creating 34 structures which mean a possible 147 million colours! Pen Pal and Wordworth are wordprocessors which process the text you enter into the style and design you want, but their ability to import graphics doesn't make them OTP equivalents. They lack the high power look that is found in OTP packages and can't even handle graphic manipulation facilities.

While for example of text is created as it is writing letters, reports, forms and even novels is wordprocessing is designed for. OTP packages are often used for designing a magazine from front to back. They help with picture layout and let the editor see what the magazine will look like before it is printed. Most styling changes, such as size and wordprocessing will put text into the magazine, so it easily OTP and wordprocessors with head in front rather than complete, replacing the other.



Both Wordworth and Amiga allow you to insert graphic graphics to your documents. Pen Pal's graphics handling is very user-friendly with a variety of interesting options. The option to 'draw' text around graphics is a useful inclusion, and one which is possibly only found in Desk Top Publishing systems.



### I WANDERED LONELY AS ...

William Wordsworth (1770-1850) wrote one of the most famous poems in the English language. Born in the area of Cumberland, the beauty of his early surroundings, as later reflected in many of his poems, under his style was reminiscent in its day as he claimed the typical romantic landscape, writing instead of nature and humanity. His life was spent with much early travel, beginning with the death of his mother when he was eight years old, followed the years after by the death of his father. Many of his feelings and experiences can be found in his autobiographical poem, the Prelude.

Although his work is now over 200 years old, it is still to be enjoyed and learned from—easy to inspiring poem has been inspired by the words and poems of William Wordsworth.

and for a selected word. You can practically throw your dictionary away, as both programs have extensive spell checkers. Both also include a user dictionary which allows you to store a not build up a catalogue of words that are not commonly used.

### WORDS 'N' PICTURES

Both Pen Pal and Wordworth can handle BMP and HAM formats, and can rotate and position the image anywhere on the screen. Text can be set in either justify (will react to the image) (Pen-post) or to follow the contour of the image (aesthetically) or to follow the contour of the image. Neither program allows you to directly alter the image, and only Pen Pal offers the drawing facilities.

Although basic, they can be invaluable in use. Screen colours can be changed to suit, but Wordworth offers a few built-in choices which can

make text more legible, depending on whether you are using a monitor or TV. Pen Pal can't mean in the fonts area—it has access to 200 different text styles (but Wordworth is able to use any Amiga bit-mapped font as well as its own special high resolution fonts).

### IN CONCLUSION

Pen Pal is more creative and its simple drawing tools aren't represented in Wordworth. However, it doesn't present documents in the way you (what you see is what you get) format, and this

makes the just a little bit harder. Neither program has any support for resources, either, which I found disappointing. However, despite its extra cost, I think that Wordworth is superior. It has many interesting features which, when added together, makes it one of the best wordprocessors on the market.

**THEY'RE HERE!**  
Name and address of the nearest  
Pen Pal Software Ltd.  
Available from: **Amiga Hardware Company**  
New Street, Milton, Cambridgeshire, CB5 7TF  
Tel: 0774-66791  
Fax: 0774-66791  
1000000 are total a 1000000 which we  
to send a copy of the Pen Pal paper  
also  
Wordworth by Apple International, Apple House  
Newbury, Berkshire, RG14 5AG  
Tel: 0753 523233 Fax: 0753 523233  
Price: £19.95



# THUNDERHAWK

## WH-73M



As an elite member of "MENA-IV" you will be employed specifically in defense systems designed around the world without providing full scale war.

2018年12月  
 2018年12月  
 2018年12月  
 2018年12月







# get it together

Since AMOS was released last June, users have been eagerly awaiting the release of a compiler which would turn AMOS Basic programs into super-fast machine code. Now it's arrived.

Will it live up to the hype of the last twelve months? Len and Anne Tucker take a look.

## WHAT'S IT ALL ABOUT

When it was originally released, AMOS caused a whirlwind of excitement. It was, and still is, the only programming language that allows the user to harness the power of the Amiga using the relatively easy to program Basic language. Programmers using AMOS suffer from one small drawback: all commands used have to be translated into machine code (the language the Amiga speaks to itself by) before they can be run. This tends to really reduce the speed at which AMOS programs can run.

The AMOS Compiler takes ordinary AMOS Basic programs and transforms them into pure machine code. This machine code can then be saved off as an executable program, which can be loaded independently of AMOS. Because compiled programs are already in machine code, they don't need to be translated, and therefore run much faster.

## GETTING UP TO DATE

Before you can use the Compiler, you will need to update your AMOS disks. The compiler comes with an update program so performing the necessary update is easy so long as you follow the instructions.

Remember, never update your floppy disk, make a back up copy, and update that. The whole process takes about ten minutes, but again don't you want to do it again?

To get the best out of the compiler, take care to choose the correct options for your system as this speeds up the program's loading time. For hard drive users, there is an installer program provided.

Once your AMOS disk is up to date, copying programs to disk is a play. The user screen is easy to set with clearly defined icons. Naturally it can be run from floppy disks.



## AMOS DEMO II

Requires the new AMOS

Compiled as:

Disk image program

As an AMOS program

Package 100000 00000 01000

Time to compile 10 min. 100 min 20 min.

Get-pasting Compiler configured for 1 meg and 3 drives.

not AMOS! When compiling a program, you are given a choice of settings, and the type of the compiled program will depend on this.

## STANDING ALONE

Before Mander released the Compiler, programs could only be run independently of AMOS with the use of a program called RAMOS. RAMOS is basically a program that lists all of the parts of AMOS that are needed for a specific program, and stores those in the program. In such a way that AMOS itself is not needed.

Compiled programs are no larger than 50-70-200 bytes larger than those that use RAMOS. This sounds like a huge increase, but as the maximum file for AMOS are no longer needed, they can be packed with the

compiled program itself. If you wish to enhance using RAMOS, then the file size only increases by a couple of thousand bytes. This is an advantage if you have a disk with these or fast programs to be compiled. Disk space can be saved because all fast programs can share a single copy of RAMOS. This option means that the program can still be fast from RAMOS which is handy when debugging and putting the final version to a program.

## SEEMING IS BELIEVING

The compiler gives programs a first feel which is almost 'real time'. There is a tremendous increase in the speed of calculations, such as random routines, and the Compiler eliminates the translation time when by AMOS. There is no difference in the speed of AMOS as this is now machine code directly.

but for pure

Basic programs,

the speed

increased has to

be seen to be

believed!

It somewhat

and the richness

of Basic pro-

grams.

Programs that

have been com-

plied, are also

for every difficult

to read, and are

therefore not

needed. These

are not the

intuitive by

language

AMOS users.

## A NEW DIMENSION

AMOS has always represented success, with users worldwide creating everything from desktop and games, to educational packages and business software.

Representing this wider and excitement in their product, Mander (formerly Mander) have released AMOS 2.0.

The latest version is their state-of-the-art programming tool, comes in the form of a module which is loaded into the existing AMOS program. This 2.0 module then gives the programmer a whole host of extra commands which will control the new 2.0 language. The concept is also easy to follow.

## CONCLUSION

The Amiga became compatible with the birth of AMOS, last year, now the potential of AMOS can't be seen fulfilled with the release of the compiler!

THE AMOS COMPILER from MANDER LTD. 0070700000 Price £25.00

**LICENSED TO SELL:** If you want to resell the compiled AMOS has produced, without opening a license, contact the Amiga P.O. Library, via Graham Gundry, 20 Park Road, Brixton, London SW6 1AA. Third licensed software manufacturers DO NOT sell the maximum 128 MB per disk price tag included, a royalty fee to the programmers.





# PURE GENIUS

**If you think using a mouse to draw pictures feels too unnatural, DataLizor's new Genitizor (aka the Genius) graphics tablet could be just the thing for you. Mat Broomfield draws his own conclusions (and a few squiggles).**

**A**lthough there have been several graphics tablets available in the past, none have ever been quite as cheap or easy to use as the Genitizor.

## WHAT YOU GET

The unit consists of a plastic board slightly larger than a sheet of A4 paper and about half an inch thick. On top of the board is a clear plastic sheet under which various templates can be laid (a *Deluxe Paint* template is provided). The plastic sheet is designed to protect the templates from wear.

The unit connects into the serial port of the computer via a specially designed interface. A five volt power supply also plugs into the interface.

The final piece of hardware is the pen, which plugs into the back of the

board, and can be placed out of the way in its holder when not in use.

Also supplied with the tablet is an installation disk, generic manual and an Apple-specific instruction sheet which is fairly comprehensive.

## INSTALLATION

On the disk, you get two programs. The first is a test program, which is used to confirm the tablet is in full working order. The other program is a small installation routine which allows you to use the unit with your software.

The installation routine is small enough to be copied to almost any disk, and can be included in the startup sequence so you don't have to worry about manual installation each time you use the tablet. And, once installed, the pen controls the screen cursor in the

same way as a standard mouse. The working area of the tablet represents the current screen.

Moving the pen to the left of the tablet moves the cursor to the left of the screen, and so on. The pen has two small studs (buttons) mounted on its stem near the base. The lower of the two studs duplicates the left mouse button, whilst the other stud replaces the right button. The studs only extend about half a millimetre from the surface of the pen, and are not at all intrusive when using it. One aspect of the initial lesson that I particularly like is the fact that the mouse remains activated even when the pen is in use. This means that when making menu selections and performing other non-precision operations you can use the mouse which many will find faster and more comfortable.



## GETTING DOWN TO BUSINESS

The main piece of software that I tried the tablet with was Deluxe Paint II. The pen felt very natural, and there was little of the culture shock and usually experienced when using a new input device. Although the total working area of the pad is nine by six inches, by using Deluxe Paint's tricks, area is reduced to about five and a half by four inches.

I started out in low resolution, just drawing squiggles to find how responsive the pen was. The screen cursor kept up with the pen easily, with absolutely no problems.

The next thing I tried was writing my signature, and here I encountered my first setback. Because I write in cursive, some of the letters of my signature are joined together. Naturally, as I move from letter to letter, I simply raise the pen from the surface of the paper slightly then lower it again to start writing the next letter. When using the Genitiger, this method of writing does not work.

The pad still registers the position of the pen up to two consecutive wavy lines. Therefore, when writing my signature, I had to consciously take my finger off the stylus to avoid joining all the letters up. This felt extremely unnatural at first, and, of course, my signature didn't look anything like the scribble that it usually resembles.

Undaunted, I proceeded to try tracing the logo from the cover of the Genitiger manual. I placed the manual beneath the plastic cover so that the logo was performed within the drawing area. The actual logo was about a centimeter wider than the drawing area, so I was unable to trace it all. But working from the left side of the logo, I carefully traced each letter fully expecting hideous results!

Surprisingly, the result was faithful to the original image. There were a few squiggles that I did not pass over, but the basic outline was more or less perfect. I was very happy with the results.

## SPEED KILLS

Encouraged, I moved into high resolution, where I encountered yet another minor problem.

Although the Genitiger is capable of working to a resolution of one fifth of a millimeter, I started in high-res all the curves I drew started to look rather angular. When I moved the pen across the pad more slowly, the curves became smooth again.

I tried the same test with the mouse...

## MOUSE FRIENDLY

One feature of the Genitiger I particularly like is the fact that the mouse remains activated even when the pen is in use.

This means that when making some selections, and performing other computer operations, you can use the mouse, which I found rather sad and uncomfortable.



## TRACING FUN

When you are tracing a shape on the pad, you can release the pen button and take a break, only to see the last edge that when you resume, you won't have trouble trying to match up the work you're already done.

This is because of feedback as the pad can detect when the stylus is lifted. It also means, according to the pen button's action, the pad will always position the cursor halfway across the lines, regardless of whether you move the pad or the pen is in motion.

and found I could draw much faster, more natural curves in that way than I could with the Genitiger pen.

Having said that, when the cursor started to look jagged, I was moving the pen much faster than one usually would in any case.

## CONCLUSION

My initial reaction when using the pen with D-Hard was one of dismay. I immediately saw the limitations of using such a small drawing area, only left as wide as a sheet of A4 and just over a third as high.

My observations in the areas still remain, but having used the pad for some time, I have begun to see the huge number of possibilities it opens up to the imaginative user. I like the fact that you don't have to manually slide the cursor round the screen any more, just put the pen down in a new position and the cursor jumps to match it.

The way that attaches the pen to the board conveniently got in the way, and made me rather too conscious of the fact I was holding an electronic pen, rather than the real thing.

I'm sure it wouldn't have been that much trouble to have given you the notion of using a battery-operated pen.

I was extremely frustrated Detail have not bothered to include a British three pin plug on the power supply. The two pin plug supplied constantly fell out of the shaver plug, I plugged it into it, ended up having to prop the whole thing up against my printer before it would work reliably.

Another minor detail that irritated me was that apart from the inclusion of a one-page Amiga instruction sheet, the manual pertained almost exclusively to IBM compatible PCs. Most of the Amiga version instructions were not applicable.

Despite the above comments, I found the Genitiger's joy to use most of the time, and I would thoroughly recommend one to anyone who takes their art or graphics seriously.

I don't think it will completely replace your mouse, but it will be an invaluable aid to your creativity. It permits you to draw in a far more natural style than previously. At such a low price, it offers you a great natural and enjoyable tool, at very good value.

The Genitiger can be used with any software that accepts mouse input. I tried it with Pro Draw and found it greatly improved the precision of my work. I plan to buy the mouse model I'm using, and what great recommendation can I make?







## WHAT'S GOIN' DOWN!

- Stands not exhibits by invited means to computer games
- Low noise area
- Personality appearances
- TV and radio broadcasts
- International company prize championships featuring teams from Europe, Japan and America
- Celebrity computer challenges
- Best prizes and medals
- Looking ahead to the future

THE COMPANIES WHO YOU'LL NEVER HEAR

MORE GAMES TO PLAY SO EQUIPMENT DOESN'T GET OUT  
MORE LIVE ENTERTAINMENT TO MEET THE NEEDS TO MEET

IT'S TOTALLY RADICAL!

SPONSORED BY

THE CONSUMER

# I CANCELLED

THE EUROPEAN  
COMPUTER  
ENTERTAINMENT  
SHOW  
1991

PLAYABILITY 100%

Level, features, and fun

PLAYABILITY 100%

Play all your computer games at the same price, and experience them all. No comparisons and no changes - just fun in the form

EXPERIENCE 100%

Did you get it? - And a little bit more

LASTABILITY 100%

From now on you'll be able to play all your games in the same way - no more changes

VALUE 100%

No more 1 hour time limit for your money

OVERALL 101%

Simply unsurpassed. The rest is just for

# LAW!











**Used Amiga software.  
We buy, sell and swap!**

We pay good money, we sell at unbelievable rates, and swapping is a free service! We will consider (almost) any piece of software. Contact: Ian or Shirley Mowes at [ian@swaps.com](mailto:ian@swaps.com)

## Soft Swap

Tel: 0376 46237

1410

Downloaded from <http://ajphaphysocpharm.sagepub.com> at 10:00 10 May 2015

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 103–110

**6 5 4 3 2 1**

**Section 66** 1400 Mallory Way, Cowley, Oxford  
Tel: 0855 775572/241000

**STANDARD PRINTING**  
10 years experience  
1000's of different jobs  
1000's of different clients

**ASSISTANT TO DIRECTOR**  
10 years experience  
1000's of different jobs  
1000's of different clients

**PRINTING & BINDING**  
10 years experience  
1000's of different jobs  
1000's of different clients

**BOOK BOUNDING**  
10 years experience  
1000's of different jobs  
1000's of different clients

**10 years experience**  
1000's of different jobs  
1000's of different clients

Please note: Cheques, P.O.s accepted by A.M.P./B.M. made Print and Stationery Ltd.



**TOMB OF  
DEATH**

CAN YOU SURVIVE IN TERRIBLE SITUATIONS  
DEFEAT THE SCORPION, SHARK & COBRAS  
OUTWIT THE CLIMBING WIZARD & ACHIEVE  
HONORS BEFORE YOUR MYSTIC DEATH!

**0898 771 956**

12-13, MARKET, THE SHOPS, 401-403  
CHICHESTER ROAD, CHICHESTER, SUSSEX PO19 1EJ

**AMIGA P.D.  
ONLY**

*95p per Disk*

Our catalogue currently holds over 700 disks and is usually expanding.

Send \$100 for your 2010 master catalog (free outside)

**BRENLEE P.D.**, 8 Kings Road, Shepshed,  
Loughborough, Leicestershire LE12 9HT  
Telephone (0539) 508386



PHONE NOW FOR FREE CATALOGUE

20-0000000-2000000000

## REFERENCES

**THE BEST COLLECT AND SERVICE**

## SEE SEANCES

1. **Identify the problem.** The first step in the problem-solving process is to identify the problem. This involves recognizing the symptoms of the problem and determining the underlying cause.

Age group 5-10 years (n=100)	100
Age group 11-15 years (n=100)	100
Age group 16-20 years (n=100)	100
<b>Population aged 5-20 years (n=300)</b>	<b>300</b>

154 11月13日

100 MOUNTAINVIEW ROAD, BRANFORD, CT 06405  
OR TELEPHONE (203) 444-0777  
Judy and Norman Schuchman also owned!

[illegible]

Received: November 10, 2015; Accepted: December 10, 2015; Published online: January 12, 2016

PA, NY, EC, SE, F, T, VA, DE, CO  
PA, CO, FL, TX, LA, NY  
FL, CO, DE, NY, PA, NY  
LA, NY, TX, NY, NY

© 2000 Blackwell Science Ltd, *Journal of Internal Medicine* 247: 395–401



# INKREDIBLE



Over recent months the Citizen and Star have dominated the dot matrix printer market. Now Fujitsu have released a reasonably priced 24 pin printer that looks set to make a few people sit up and take notice. Mat Broomfield explains why.

## THE BRICK

When I first saw the GL2400, I thought that it was easily the ugliest printer I'd ever set eyes on. Measuring 18 inches wide by nearly 10 inches deep, and a towering 7.4 inches high, it looks more like a chunky brickbox than a printer. The clean off-white colour and smooth lines do nothing to enhance its appearance, and Fujitsu's description of it as a 'compact printer' has to be the biggest joke of the year.

I've often heard the expression 'Don't judge a book by its cover', but never was it more graphically demonstrated than with the GL2400. For beneath its chunky industrial shell is a heart of pure gold.

## EMULATION

Before I could use the printer, I had to find a suitable printer driver. I used the Epson GL2400 LPT2 USB driver from

Wordbench. Although the driver

worked fine, printing in graphics mode was very slow and I suspect I could have found a driver which produced faster screen

dumps. Alternatively, you can try switching between the Epson LQ-2400/2400

IBM Proprietary GL24, or Fujitsu GFL24C Plus emulations that Fujitsu provide as standard.

## A MARK OF QUALITY

Once I'd configured the printer I started out by trying it with some text printed in draft mode. It seemed okay at a first, 180 characters per second (cps). As I went on to select letter quality, I received a pleasant surprise. The printer actually featured three quality modes: Draft, Report, and Letter. Letter quality obviously gives the best results, producing crisp, though slightly fine, quality lettering. Report mode prints at a lower resolution than letter quality but at 180 cps works at twice the speed. Even in draft mode, the text quality was acceptable for home use.

## FONTASTIC

The GL2400 includes seven different fonts, with one proportional typeface. There are specific fonts available at each pitch (letter size), Courier and Pica at 10 pitch for example, or Compression at 17 pitch. Although I suspect that Courier and Pica are the most commonly used fonts, resembling as they do, a typewriter-style face, I prefer the rounded and slightly heavier appearance of Boldface PS.

There are also a number of other character options including double width and height, sub- and super-script, shadow printing (which effectively gives you an extra bold typeface), and the usual bold, italic and underline options.



Our 24-pin dot-matrix printer with the King-Tek system, looks very different when printed at densities of 1, 4 and 7.

You have the further possibility of downloading fonts from disk if you can't find a compatible source.

If you choose not to download a font, you can use the 32K memory as a print buffer, which allows the computer to transmit more information at a time. This in turn means that you can resume work much sooner.

## CONCLUSION

Printing is fairly quiet for a dot matrix, and it includes extensive paper feed options. I don't like the way the initial configurations are defined by printing them onto paper and selecting them from the various buffers, and it's under £300, the GL2400 is by no means the cheapest printer on the market, but I think it's worth the extra.

## DESK TOP FRIEND

The printer is capable of a remarkably wide range of character pitches, ranging from 3.5 characters per inch before only up to 28 in proportional mode. This variety, combined with the spacing which can be varied in 1/100th of an inch, means that the GL2400 is a real choice for budget cost per page printing.



# THE CU COLLECTION



- **F** The pic is viewed using PPSHOW, by pressing **F** you can print the picture, and the Tab key will enable colour cycling.

1405 30 0000

This demo was created by Richard Lewis, Nick Harper and Richard Venn using the AMOS-3D program. AMOS-3D actually includes far more features than we were able to show you in this demo. They include background images, 3D collision detection, object animation and of course the incredible object manipulation.

Using the mouse, you can move around the 3D world at the demo. Left and right will pan from side to side, wheel back and forwards will dive and climb. The left button moves you for-



world, and the right button will return you to your start point. Press Control and C to quit when you've had enough.

## Won't Load?

to the weekly rental of your 2001 vehicle leasing  
means all rental receipts and payments and  
try again. If it doesn't work, go for offering  
this in an envelope and address it to  
Box 1000, 100000, PO 1000

**Marine Biological Park**  
Piedras Blancas Marine Reserve  
780-933-6666

They will then test the steel material's resistance to corrosion, provide the IPC with details for any urgent problems, if applicable, and 10:00 AM during weekdays and on the weekend as well.

## TIME ON THE MOUNTAIN

While the disk was loading, you probably noticed the howling tone that was playing. Featuring Mike Oldfield under tones, it was composed by Gabriel Basser from the United States and it marks both a year's subscription to *CJ Archive* (it's a treat, but you have to

[illegible]

## GRAVITY WARS

Form of Gladys James F. King dated 1945; handwritten "Spoke, second column" in upper right; this and title labels in the first column are on the left margin. The paper must have been written with a fountain pen; the ink is dark blue-black. The paper is aged and discolored. The text is written in a cursive hand. The paper is 10 inches long and 5 inches wide. The paper is 10 inches long and 5 inches wide. The paper is 10 inches long and 5 inches wide.

Reading started the game by using the Red Tornado to *push* the ball to a supporting player, then the right wing-backs and then the left half. The use of the powerful line backs helped. A pass on the right-back was headed to the first line player, and the player must judge a strike equal to the first. The last requirement of 2000/000 is a complete line player, and they must work as one line which will take them around for the opportunity to play while waiting for a chance to start. Involvement of the players' positions. This involves a lot of work by a strike unit. They go through a series of exercises to improve. The strength of each team is determined by the number of players who can play in the same position. The players who play in the same position, trying to find the best and second best among players. The center is the first, attacking player, the other players a few, another's work, push the ball.

With its 24 images, *Waters* makes every effort to depict the various climates of different streams, not just typical or representative. In the process, damage caused by stream siltation may have increased its effectiveness.



what it takes to  
write a winning  
story that sends  
your stories to  
the top of the  
list. In the  
month of the  
year (2011)  
edition.

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

FILE will take you into the pointer assignment menu. There are two doors: read me (first/second) is a full pointer option, an extended snake pointer and an add function which returns you to the main menu.

Post printer cannot be wider than 32 pixels. It can contain either three or 16 colours (the normal Workstation printer uses three colours). By restricting yourself to only three colours, you will ensure that your pointer will work properly with almost every program. The pointer instructions are loops. As soon as the last frame has been displayed the first frame will be repeated. Always keep in mind that a pointer should be useful for pointing! The top left hand corner should contain one pixel that doesn't move. It is best to keep your pointer 16 pixels high as this is the default height. To use a loop where a pointer is constructed, load D-Point and display the file `SAMPLES` or `CURSOR`, both of which are on this disk. You will notice that `CURSOR` is made up of 13 frames, arranged vertically on top of each other and stored as one single four-colour brush (the fourth colour is the paper colour). Each individual frame is 16 by 16 pixels in size. Full documentation is included on this disk.









**Sound sampling is one of the Amiga's hidden talents  
— but how do you get the best out of sampling software?  
Chris Jenkins has some sound ideas. . .**

**W**hy is it that sound sampling software samples you can use for each a gain in the ear? Probably because the Amiga will happily play back any sample you get into it, unconcerned whether it sounds like Nigel Kennedy or a cat knocking over a teacup. If you want brilliant sounds — for demos, games programming, music or whatever — you have to add your samples into stages like the Amiga AudioMaster II software package in our time example — but whatever software you prefer to use, you'll find similar facilities

#### WHAT IS SOUND?

Sound is a series of vibrations caused by moving air. Pitch is related to the speed (or frequency) of these vibrations, volume to the amplitude (moment of movement) and tone to the pattern of vibration (or waveform) and the range of frequencies

(harmonics). Simple sounds like flutes have regular frequency, low amplitude, simple waveforms and few harmonics — this makes them relatively easy to sample and edit. Complex sounds (like our cat knocking over a teacup) are a different proposition, creating more problems for the sampler.

Samplers analyse the frequency of incoming sounds, convert thousand times a second (up to 98,000 times with AudioMaster II) and store values representing this sound in the Amiga's memory.

Playing the data through the digital-to-analog converter makes the sound come out again. The trick is to get into the Amiga and manipulate it for the best results.

**\* SAMPLING TIP —** Whatever sampler you use, it's worth connecting it to a stereo monitor or preferably a Hi-Fi which gives

better tonal range and (better) sound.

The Amiga's four channel Paula sound chip and most samplers are 16-bit, when they analyse the frequency of an incoming sound, there are 256 possible values available. 256 is a professional music sampler, so 16-bit, but the Amiga's sophisticated wave filtering systems allow it to produce good results.

#### SOURCES FOR COURSES

The best sources for sampling are CDs (such as the Double One disc from Time & Space we reviewed a couple of issues back). Most 256 players have promo outputs, like the inputs on most samplers, so it's easy to connect them up. Alternative sources are radios, record players (or microphones, but you might have to boost Mike signals through an amplifier).

If the volume of the signal going into the











# ADVERTISERS INDEX

AMIGO .....	104	FMS .....	170	PD RINGS .....	139
ADDRESS .....	148	GET .....	168	PLC .....	170
AMIGA DIRECT .....	166, 167	GUIDING LIGHT .....	170	PMR .....	169
AME .....	109	GUNFIGHTER .....	176	PROTON .....	13
ANGELA .....	138	HAWWOODS .....	114, 115	QUICKFIRE .....	174
AMIGA MITS .....	134	.....	116, 117	RINGSIDE .....	13
A.B.P.D. ....	138	HOBBITS .....	68	SILICA SHOP .....	173
ALPINE .....	174	THANKS BOBBIE .....	26	START .....	130, 131
BOS .....	34	INSTAWO .....	176	SOFTWARE CITY .....	112
BRIMBLE .....	168	INPHOLINK .....	124	TELL OUT .....	174
BUTTERCHIEFS .....	130, 131	JOKELIKE .....	176	STRAIGHT PD .....	140
CONE DESIGN .....	16	NO LEISURE .....	98	SOFT SNAP .....	168
CARE ELECTRONICS .....	61	NOBODIES .....	170	SLAVE PD .....	148
CONNECT INT. ....	35	LOREED .....	150	SOFT EXCHANGE .....	120
C + R .....	100	MICROMAIL .....	84	SUPPLY SOLUTIONS .....	124
CRAZY JOE .....	142	MICROPROSE .....	24	STINKBOMB .....	128
C WILSON .....	169	MAGAZIN .....	180	SECTION 16 .....	164
CLUB AMIGA .....	148	MIMOSCAPE .....	8	SUBSCRIPTIONS .....	94, 95
DIGITAL INT. ....	73	MIMOSPORT .....	26	TARGET .....	169
DAVEL .....	44, 45	MAIL ORDER MICRO .....	164	UNIBEST .....	11
DIAMOND .....	152, 153, 154	MATRIX .....	148	US GOLD .....	61, 65
.....	155, 156, 157	MICROLITE .....	129	VERGIN .....	19, 78
DISCOM .....	123	MUSIC TRIV .....	174	.....	179
DIAL & GUS .....	120	MEDIA SCENE .....	174	VIRUS FREE .....	136
ELECTRONIC ARTS .....	2, 3	NBS .....	130, 131	VALLY PD .....	120
EVERHAM .....	48, 49	OFFICIAL SECRETS .....	38, 39	.....	120
E.C.E.S. ....	144, 145	OFF THE WALL .....	149	VIRGO .....	33
EAGLESOFT .....	83	PD SOFT .....	133	NIS .....	96
EP LTD .....	17	POWER COMPUTING .....	42, 74	POSTMASTER .....	148
ENTERTAINMENT INT .....	33, 34	PRECIOUS PD .....	134	21st CENTURY .....	152
.....	35, 36	PREMIER .....	106	17 BIT .....	144

## AMIGA 500 REPLACEMENT FLOPPY DRIVE

- Superb quality — "TEAC" product
- Full assembly instructions
- Drop in replacement fitted in minutes
- Silent drive operation
- Full 1 year warranty
- Next day delivery

CREDIT CARD HOTLINE — 24 HOUR SERVICE

**☎ (0782) 575737**

Units Head, 10000000, England, E11 1 1 1



**MAIL ORDER**  
*micros*



As good as new, guaranteed. All components are 100% tested. (Units that are returned without a 100% test are replaced at no charge.)

All orders are accepted. Shipping worldwide. 100% satisfaction. 100% guarantee. 100% service. 100% quality. 100% value. 100% time. 100% effort. 100% success. 100% happiness. 100% love. 100% life. 100% everything.



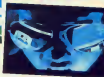
# DOUBLE DISK EXTRAVAGANZA



## GET BEHIND THE WHEEL IN GREMLIN'S SCORCHING HOT *LOTUS CHALLENGE 2* IN A SUPERB PLAYABLE DEMO

Yep, we're gonna do it again! The October issue of CU Amiga is another double-disk bonanza featuring two red-hot demos and a whole host of brilliant and useful utilities, all linked to special tutorials within the magazine.

What's more, we've lined up a clutch of top games for the special CU review treatment, plus our usual top-notch news and previews sections. Could you ask for anything more? Well, yes, because our next issue also features a wealth of Play To Win gaming tips-and-hints and features galore.



## PLUS! A TOTALLY-FREE ESSENTIAL GUIDE TO PD

We're also throwing in a special PD supplement, which will be bundled with the magazine, offering a comprehensive guide to the Public Domain with interviews with top demo groups, step-by-step tutorials of top-rated utilities, and the CU guide to the top twenty games, demos, animations and sound files on the circuit.

We haven't finished yet, as there will also be our usual techy coverage, with in-depth reviews on sound samplers, printers, memory expansions, education software, and a catalogue of other such goodies. Watch out, also, for a feature on 24-bit colour systems and a handy guide to the Protracker music utility.

So, for the ultimate in games and technical coverage, see you better time, same place, next month. Be there!





# SELL OUT

TO BE SEEN IN SELL-OUT  
CALL DAVID CORRIE 871 351 6330

## WANTED



USE YOUR  
VOICE  
TO  
OUTLINE  
THE  
COURTIER  
AND PROPOS

0898  
313590

## ALIENS



**Can You  
Kill  
The  
ALIENS  
For  
CASH  
PRIZES**

0898  
313573

[illegible]

**JOHN  
OF THE  
CENTURY**

1997 RELEASE UNDER E.O. 14176

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26



**BAD  
TASTE  
FREE**

## NAUGHTY JOKE LINE

000000 000000 000000 000000



**THE**

## HORROR LINE

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 395–402

**USE YOUR MATHS TO  
FEEL THE COMPUTER**



**call now**  
800.800.4433

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

[illegible]

**Abstract**

world. Chris says: "For 2007, we've set a goal to give 100,000 people a chance to live better. We're going to do that by giving away 100,000 free meals."

1000000 10000000 100000000

Send 2002 to IC D. Masters  
4 Maple Crest Lane, Roughall  
Chichester, West Sussex PO19 1  
Dor, UK. Tel: 01243 822222. Fax: 01243 822222.  
E-mail: [icd@icd.co.uk](mailto:icd@icd.co.uk)

	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2
--	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	---

**RESEARCH REPORTS AND COMMENTARIES** 107

PLEASE DON'T HIDE AN AD IN SMALL FONT

[illegible][illegible]

1000

1. **Wiederholung** (Repetition): Wiederholen Sie die Schritte 1 bis 4 für jedes Element in der Liste.

2. **Terminationsbedingung** (Termination Condition): Die Sortierung ist abgeschlossen, wenn die Liste sortiert ist.

3. **Beispiel** (Example): Betrachten Sie die Liste `[5, 2, 8, 1, 9]`. Nach dem ersten Durchlauf der Sortierung (Schritt 1) wird die Liste zu `[2, 5, 8, 1, 9]`. Nach dem zweiten Durchlauf (Schritt 2) wird die Liste zu `[1, 2, 5, 8, 9]`. Nach dem dritten Durchlauf (Schritt 3) wird die Liste zu `[1, 2, 5, 8, 9]`. Nach dem vierten Durchlauf (Schritt 4) wird die Liste zu `[1, 2, 5, 8, 9]`.

4. **Ergebnis** (Result): Die Liste ist sortiert.

5. **Code** (Code): Hier ist ein Beispielcode in Python, der die Bubblesort-Sortierung implementiert:

```

def bubblesort(arr):
    n = len(arr)
    for i in range(n):
        for j in range(1, n-i):
            if arr[j-1] > arr[j]:
                arr[j-1], arr[j] = arr[j], arr[j-1]
    return arr

# Beispielaufruf
arr = [5, 2, 8, 1, 9]
sorted_arr = bubblesort(arr)
print(sorted_arr)
  
```

6. **Ergebnis** (Result): Die Liste ist sortiert.

7. **Ergebnis** (Result): Die Liste ist sortiert.

8. **Ergebnis** (Result): Die Liste ist sortiert.

9. **Ergebnis** (Result): Die Liste ist sortiert.

10. **Ergebnis** (Result): Die Liste ist sortiert.

11. **Ergebnis** (Result): Die Liste ist sortiert.

12. **Ergebnis** (Result): Die Liste ist sortiert.

13. **Ergebnis** (Result): Die Liste ist sortiert.

14. **Ergebnis** (Result): Die Liste ist sortiert.

15. **Ergebnis** (Result): Die Liste ist sortiert.

16. **Ergebnis** (Result): Die Liste ist sortiert.

17. **Ergebnis** (Result): Die Liste ist sortiert.

18. **Ergebnis** (Result): Die Liste ist sortiert.

19. **Ergebnis** (Result): Die Liste ist sortiert.

20. **Ergebnis** (Result): Die Liste ist sortiert.

21. **Ergebnis** (Result): Die Liste ist sortiert.

22. **Ergebnis** (Result): Die Liste ist sortiert.

23. **Ergebnis** (Result): Die Liste ist sortiert.

24. **Ergebnis** (Result): Die Liste ist sortiert.

25. **Ergebnis** (Result): Die Liste ist sortiert.

26. **Ergebnis** (Result): Die Liste ist sortiert.

27. **Ergebnis** (Result): Die Liste ist sortiert.

28. **Ergebnis** (Result): Die Liste ist sortiert.

29. **Ergebnis** (Result): Die Liste ist sortiert.

30. **Ergebnis** (Result): Die Liste ist sortiert.

31. **Ergebnis** (Result): Die Liste ist sortiert.

32. **Ergebnis** (Result): Die Liste ist sortiert.

33. **Ergebnis** (Result): Die Liste ist sortiert.

34. **Ergebnis** (Result): Die Liste ist sortiert.

35. **Ergebnis** (Result): Die Liste ist sortiert.

36. **Ergebnis** (Result): Die Liste ist sortiert.

37. **Ergebnis** (Result): Die Liste ist sortiert.

38. **Ergebnis** (Result): Die Liste ist sortiert.

39. **Ergebnis** (Result): Die Liste ist sortiert.

40. **Ergebnis** (Result): Die Liste ist sortiert.

41. **Ergebnis** (Result): Die Liste ist sortiert.

42. **Ergebnis** (Result): Die Liste ist sortiert.

43. **Ergebnis** (Result): Die Liste ist sortiert.

44. **Ergebnis** (Result): Die Liste ist sortiert.

45. **Ergebnis** (Result): Die Liste ist sortiert.

46. **Ergebnis** (Result): Die Liste ist sortiert.

47. **Ergebnis** (Result): Die Liste ist sortiert.

48. **Ergebnis** (Result): Die Liste ist sortiert.

49. **Ergebnis** (Result): Die Liste ist sortiert.

50. **Ergebnis** (Result): Die Liste ist sortiert.

51. **Ergebnis** (Result): Die Liste ist sortiert.

52. **Ergebnis** (Result): Die Liste ist sortiert.

53. **Ergebnis** (Result): Die Liste ist sortiert.

54. **Ergebnis** (Result): Die Liste ist sortiert.

55. **Ergebnis** (Result): Die Liste ist sortiert.

56. **Ergebnis** (Result): Die Liste ist sortiert.

57. **Ergebnis** (Result): Die Liste ist sortiert.

58. **Ergebnis** (Result): Die Liste ist sortiert.

59. **Ergebnis** (Result): Die Liste ist sortiert.

60. **Ergebnis** (Result): Die Liste ist sortiert.

61. **Ergebnis** (Result): Die Liste ist sortiert.

62. **Ergebnis** (Result): Die Liste ist sortiert.

63. **Ergebnis** (Result): Die Liste ist sortiert.

64. **Ergebnis** (Result): Die Liste ist sortiert.

65. **Ergebnis** (Result): Die Liste ist sortiert.

66. **Ergebnis** (Result): Die Liste ist sortiert.

67. **Ergebnis** (Result): Die Liste ist sortiert.

68. **Ergebnis** (Result): Die Liste ist sortiert.

69. **Ergebnis** (Result): Die Liste ist sortiert.

70. **Ergebnis** (Result): Die Liste ist sortiert.

71. **Ergebnis** (Result): Die Liste ist sortiert.

72. **Ergebnis** (Result): Die Liste ist sortiert.

73. **Ergebnis** (Result): Die Liste ist sortiert.

74. **Ergebnis** (Result): Die Liste ist sortiert.

75. **Ergebnis** (Result): Die Liste ist sortiert.

76. **Ergebnis** (Result): Die Liste ist sortiert.

77. **Ergebnis** (Result): Die Liste ist sortiert.

78. **Ergebnis** (Result): Die Liste ist sortiert.

79. **Ergebnis** (Result): Die Liste ist sortiert.

80. **Ergebnis** (Result): Die Liste ist sortiert.

81. **Ergebnis** (Result): Die Liste ist sortiert.

82. **Ergebnis** (Result): Die Liste ist sortiert.

83. **Ergebnis** (Result): Die Liste ist sortiert.

84. **Ergebnis** (Result): Die Liste ist sortiert.

85. **Ergebnis** (Result): Die Liste ist sortiert.

86. **Ergebnis** (Result): Die Liste ist sortiert.

87. **Ergebnis** (Result): Die Liste ist sortiert.

88. **Ergebnis** (Result): Die Liste ist sortiert.

89. **Ergebnis** (Result): Die Liste ist sortiert.

90. **Ergebnis** (Result): Die Liste ist sortiert.

91. **Ergebnis** (Result): Die Liste ist sortiert.

92. **Ergebnis** (Result): Die Liste ist sortiert.

93. **Ergebnis** (Result): Die Liste ist sortiert.

94. **Ergebnis** (Result): Die Liste ist sortiert.

95. **Ergebnis** (Result): Die Liste ist sortiert.

96. **Ergebnis** (Result): Die Liste ist sortiert.

97. **Ergebnis** (Result): Die Liste ist sortiert.

98. **Ergebnis** (Result): Die Liste ist sortiert.

99. **Ergebnis** (Result): Die Liste ist sortiert.

100. **Ergebnis** (Result): Die Liste ist sortiert.

101. **Ergebnis** (Result): Die Liste ist sortiert.

102. **Ergebnis** (Result): Die Liste ist sortiert.

103. **Ergebnis** (Result): Die Liste ist sortiert.

104. **Ergebnis** (Result): Die Liste ist sortiert.

105. **Ergebnis** (Result): Die Liste ist sortiert.

106. **Ergebnis** (Result): Die Liste ist sortiert.

107. **Ergebnis** (Result): Die Liste ist sortiert.

108. **Ergebnis** (Result): Die Liste ist sortiert.

109. **Ergebnis** (Result): Die Liste ist sortiert.

110. **Ergebnis** (Result): Die Liste ist sortiert.

111. **Ergebnis** (Result): Die Liste ist sortiert.

112. **Ergebnis** (Result): Die Liste ist sortiert.

113. **Ergebnis** (Result): Die Liste ist sortiert.

114. **Ergebnis** (Result): Die Liste ist sortiert.

115. **Ergebnis** (Result): Die Liste ist sortiert.

116. **Ergebnis** (Result): Die Liste ist sortiert.

117. **Ergebnis** (Result): Die Liste ist sortiert.

118. **Ergebnis** (Result): Die Liste ist sortiert.

**RAMBA SOFTWARE FOR IBM** Software, which controls silicon wafers and tests for STROs, is the first wafer-level test tool to be the first wafer-level test tool. (See page 10.)

**NAME** = Das (Vater) NAME (Vater)  
**NAME(MT)** = Mutter (M) NAME (M)  
**NAME (M)** = Mutter (M) NAME (M)  
**NAME (M)** = Mutter (M) NAME (M)  
**NAME (M)** = Mutter (M) NAME (M)

**ANALYTICAL DATA** *mp* 100–101°C; *bp* 100–101°C/0.5 mm; *refractive index*  $n_D^{20}$  1.450; *density*  $d_4^{20}$  1.030; *viscosity*  $\eta_{inh}^{25}$  0.125 (chloroform, 30°C); *IR* (KBr) 1710 (C=O), 1600 (C=C), 1510 (C=C), 1450 (C=C), 1380 (C=C), 1320 (C=C), 1280 (C=C), 1240 (C=C), 1180 (C=C), 1140 (C=C), 1100 (C=C), 1060 (C=C), 1020 (C=C), 980 (C=C), 940 (C=C), 900 (C=C), 860 (C=C), 820 (C=C), 780 (C=C), 740 (C=C), 700 (C=C), 660 (C=C), 620 (C=C), 580 (C=C), 540 (C=C), 500 (C=C), 460 (C=C), 420 (C=C), 380 (C=C), 340 (C=C), 300 (C=C), 260 (C=C), 220 (C=C), 180 (C=C), 140 (C=C), 100 (C=C); *1H NMR* (CDCl<sub>3</sub>)  $\delta$  7.2–7.4 (m, 4H), 6.8–7.0 (m, 4H), 6.2–6.4 (m, 4H), 5.8–6.0 (m, 4H), 5.4–5.6 (m, 4H), 5.0–5.2 (m, 4H), 4.6–4.8 (m, 4H), 4.2–4.4 (m, 4H), 3.8–4.0 (m, 4H), 3.4–3.6 (m, 4H), 3.0–3.2 (m, 4H), 2.6–2.8 (m, 4H), 2.2–2.4 (m, 4H), 1.8–2.0 (m, 4H), 1.4–1.6 (m, 4H), 1.0–1.2 (m, 4H), 0.6–0.8 (m, 4H), 0.2–0.4 (m, 4H), 0.0–0.2 (m, 4H).

**Now \$1.00** and a CD  
**NAUGHTY TRIVIA QUIZ**  
0819-03-03-31

  
**ROCK TRIVIA QUIZ**  
0819-03-03-28

**FOOTBALL TRIVIA QUIZ**  
0819-03-03-30

© 2000 Blackwell Science Ltd  
Journal of Internal Medicine 247: 105-112



# think. again

Think Limited are attempting to change the way education is taught in both our schools and on the Amiga. Rik Haynes went back to the classroom to find out what's different about their approach and took a look at some of their innovative hardware designs.



The **Amiga Robot System** from **RobotKit Systems** and **Think Limited** is intended to "identify stimulating activities and promote reading exercises at the pre-literate stage." It's a very cheap introduction to robotics," stresses **Deegan Sillito** of **Think Limited**. "Kids as young as five can use the software to do something of the computer kind and place it onto the terminals."

You can teach Amiga software to work with even bigger kids. Here, all seven buttons control the different movements of the body coordinate. Each one has children add all six buttons make up one second one position. Users tell us sequence of it is movements to simply flip the children's mind to use the one more clock. It takes the average person about 18 seconds to get things working. There's quite a lot of exercises for learning with the more complex sequence, as it takes a whole second to find and time to get the robot's one where you want it to go. Some people have pretty advanced use for our brand, **Archi**. One has actually programmed the robot to write with a pen and paper. **Phone: 0434 634647**

**N**ot many people would take the kind of risks that **Ian Black** and **Gordon Sillito** have. Leaving the relative security of already teaching positions, they've begun a two-man mission to turn the Amiga into the computer for educational use. A tough job considering most schools and colleges still place their faith and cheque books in the aging BBC microcomputers.

For **Black** and **Sillito**, the Amiga's graphics and sound capabilities coupled with its low cost makes it right-on accessible for use with children and people with special educational needs. Putting their faith firmly in

the Amiga, they're trying to broaden the use of Commodore's baby in the tough, cash-conscious education market.

"We look at what's needed and just do it," explains **Sillito**. "That's how we're been going, jumping into one problem to another Black adds. We're certainly not scared, we're just confident of financial success."

## ROOM FOR IMPROVEMENT

The two agree that most education software could be easily improved. "Most programs aren't flexible enough so that a teacher can use it in whatever way they want to in the



Above: The **Learn Learning** try steps a severely disabled person to process about all Amiga software through the use of a standard mouse mechanism. The white system works TTS including RAS and personal driver. The **Personal Keyboard** is for people with less severe handicaps and can be self-programmed to carry out any number of tasks on the Amiga.



classroom," notes **Sillito**. "We say 'Here's a package that you can extend and use in whatever way you want.' A lot of software is geared solely towards some educational and self-improvement. *Personal 2* is free but it limits you to a particular activity with pictures for pictures. We want to make software that can be modified to suit any particular access need."

Through their company, **Think Limited**, **Black** and **Sillito** are trying to redress the imbalance of poor quality or misdirected software for education and special needs use. And that they discount more commercial



# think. again

appliance, it's just that they come from a special needs background and therefore have a less than ideal first look at product. From top-by-top software guides to robotics, Black and Sillice are always thinking of new products to make their Amiga a television policy a reality.

"With special needs children, the less they have to learn, the better," says Sillice. "They can use information technology to help them in their normal school work. Anybody who doesn't fit into a severe disability category is placed in a moderate learning difficulty class. People with moderate learning difficulties haven't got anything physically wrong with them. This group includes everything from behavioural difficulties down to some sort of inability to process information including dyslexia and partial sight. So the use of an Amiga as an educational tool isn't out of the question and would, in fact, be a positive tool."

Black and Sillice make the Amiga a great fit for education because "once people learn what one piece of software, it's easy for them to pick up another program and learn how to use it reasonably quickly."

## BIRDS OF A FEATHER

Probably disabled people can flourish on the Amiga with the Toucan Tray from Think Limited. This extremely useful device is apparently very big in Honey. This is the best way for them to access everyday software on the Amiga. Sillice confirms:



Black and Sillice are now setting up a company to specifically distribute educational software. If you'd like more information, ring them on 01223 326 0100.

Instead of pressing it like the Concept Keyboard (a plastic glider) but for less severe handicaps, it's push sensitive. They use switches which allow them to push through the LED lights on the Tray. Any voluntary physical movement can be triggered by these switches, such as minimal movements like eye flicker, rubbing or blowing.

Each pad or cell on the Toucan Tray and Concept Keyboard can be pre-programmed to do things like load a file, type a whole word, press part of a pattern, and so on. The software interface for these peripherals will work with all Amiga software that can use a mouse or keyboard and loads off the floorboards.

Another Think Limited product was the result of a request from one of the nearby

hospital education schools. They required a small keyboard because their kids have got Central Policy and can make only very limited movements. "They've got an Amiga at home but their question has deteriorated so much they can't use the keyboard anymore," says Sillice. So we developed a program that interfaces with a standard keyboard to work standard Amiga software.

## THE RIGHT TOUCH

Some of the wonderful products from Think Limited have therapeutic benefits too. "Our Touch Screen is an early being developed model help partially sighted people. They could follow a line, making their own screen by co-ordinating their eyes and knowing it with their finger on the touch screen. In a similar way, dyslexics could have a model the outline of letters to become familiar with their shape and composition. The Touch Screen is great for providing visual and tactile information. This is sometimes the only way to get handicapped people to communicate with a computer. They can actually touch the things that are disturbing them. It's a very direct approach."

But that the Touch Screen or Concept Keyboard are confined to educational usage. You can run other software with them if you want to. Black and Sillice assure: "There are a lot of business applications, including point-of-sale access. They can run very simple software like a video editing suite where you've got a hundred different options which are very difficult to remember. You actually have them stored as patterns on the Concept Keyboard, and by pressing one button it can perform a whole variety of sequences. We've got a couple of people looking into this exact sort of application."

Think Limited is proving that the Amiga is so flexible you can do whatever you want with it. Two fingers in a many pins. In Black and Sillice have heard about their part of hands put to keep up with themselves. Perhaps they should start the field of a few of their robotic games?



Apex: At £10.99 each, Apex and Blast II are interactive picture puzzles which form part of the picture series of five educational programs from Think Limited. The software develops people's understanding of manipulating graphics, contains ten levels, and the next phase will join pictures and words together so you can create whole stories with different pictures and text.



Apex and Blast II are interactive picture puzzles.



Right: This is the editor which you can create the interface for the Toucan Tray or Concept Keyboard and which can pump out a whole sequence of key presses.



# 100% PURE ENTERTAINMENT

## REARVIEW

Let's look back for a moment. Gladly, life REARVIEW looks like better. The game to supply Overlanders on the exciting strategy game on home computers... It's going to be a winner! C&VG. Released in Autumn on IBM PC, Amiga and Atari ST.

## REALMS



## WONDERLAND: THE MAGICAL QUEST

Captivation, Guild of Thieves and Fish, Dave Jones' adventures, captured in this under Wonderland's new Magic Windows system. Available on IBM PC, Amiga, Atari ST and Archimedes.



Wonderland: The Magical Quest. Puzzles, adventures, poems, a rhapsodic soundtrack and a very real laser for your IBM PC, Amiga, Atari ST and Archimedes.



VIZ: The Game. For the fans of Vizi, Dorian is joining in this camp through Publisher. Not for sale to others. Available on Amiga, Atari ST, C64, Spectrum and Amstrad. Coming soon on the IBM PC.



## COMING SOON

The mountains all up back and ahead for the very best of the 100 screens. "Best 10 bit computer conversion" - 1991 Golden Joystick Awards. Available on IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.



COMING SOON. The mountains all up back and ahead for the very best of the 100 screens. "Best 10 bit computer conversion" - 1991 Golden Joystick Awards. Available on IBM PC, Amiga, Atari ST and C64.



HSIS OF FURY. Battle your way through the first of the biggest and best games of all time. The Dragon II, Snake, 1991 Warriors and Dynasty One. Available on Amiga, Atari ST, C64, Spectrum and Amstrad.

## COMING SOON

COMING SOON. Battle your way through the first of the biggest and best games of all time. The Dragon II, Snake, 1991 Warriors and Dynasty One. Available on Amiga, Atari ST, C64, Spectrum and Amstrad.



COMING SOON. Battle your way through the first of the biggest and best games of all time. The Dragon II, Snake, 1991 Warriors and Dynasty One. Available on Amiga, Atari ST, C64, Spectrum and Amstrad.



COMING SOON. Battle your way through the first of the biggest and best games of all time. The Dragon II, Snake, 1991 Warriors and Dynasty One. Available on Amiga, Atari ST, C64, Spectrum and Amstrad.



## COMING SOON: 100% PURE ENTERTAINMENT



ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FIRE PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU.





# JIMMY WHITE'S

## 'WHIRLWIND'

### SNOOKER

by ARCHIE MACLEAN



**JIMMY WHITE'S 'WHIRLWIND' SNOOKER**  
IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED.  
The only snooker game to achieve a maximum 147 break!

View the table from any angle.  
Balls and cues in set any ball • Use power or spin, but balls that cool  
4 skill levels • 1 or 2 player.

Practice, trick shot and demo modes • Every break off is unique.  
Save games and highest breaks • Digitized applause and sound effects.

© Virgin Games Ltd 1991 • Virgin Games Ltd, 1991



# AMOS

AMOS did an extra...  
address each screen.

Join the AMOS dream machine...

AMOS has featured the ultimate response to the Amiga - 286 AMOS Public Domain discs. A 12" 5 1/4" AMOS is a completely self-sufficient program in its own right. It's a complete AMOS system in a box.

AMOS has featured the ultimate response to the Amiga - 286 AMOS Public Domain discs. A 12" 5 1/4" AMOS is a completely self-sufficient program in its own right. It's a complete AMOS system in a box.



Supporting each other  
in the AMOS dream machine...

Turbo-charge your creations...

Compile your programs in seconds! Don't you spend AMOS programs the lightning-fast compiler that will create programs faster than you can type. Turbo-charge your programs with the AMOS compiler. It's a complete AMOS system in a box.

Compile your programs in seconds! Don't you spend AMOS programs the lightning-fast compiler that will create programs faster than you can type. Turbo-charge your programs with the AMOS compiler. It's a complete AMOS system in a box.

Compile your programs in seconds! Don't you spend AMOS programs the lightning-fast compiler that will create programs faster than you can type. Turbo-charge your programs with the AMOS compiler. It's a complete AMOS system in a box.

NEW  
IN JUNE

Enter the world of virtual reality!

Experience the ultimate 3D system in your own home. The AMOS 3D system is a complete AMOS system in a box. It's a complete AMOS system in a box.

Experience the ultimate 3D system in your own home. The AMOS 3D system is a complete AMOS system in a box. It's a complete AMOS system in a box.

Experience the ultimate 3D system in your own home. The AMOS 3D system is a complete AMOS system in a box. It's a complete AMOS system in a box.



MANDARIN

Order with Access or Visa by sending  
the 24-hour hotline: 800-887-1234  
Please quote reference: AMOS





# WIN A ROBOT!

**F**ollowing Rick Hoyson's recent visit to Think Unlimited, they were so impressed by his journalistic style, they offered him a Robot Arm if he provided us to return!

Fortunately, we grabbed the Robot from him before he was able to leave the country. One of our loyal readers will have a chance to win this fantastic prize, valued at £400.

The Robot Arm, which can be controlled from the Amiga, represents a breakthrough in affordable home robotics. It can be used simply for fun, or so on on to learning the principles of automation and process control.

To stand a chance of winning one,

just answer the following questions,

1. What was the name of the robot in the film *Forbidden Planet*?
2. What was the name of the robot in the *Star Trek* series *Lost in Space*?
3. What was Doctor Who's Robot dog called?
4. What was the name of the robot in the film *The Day the Earth Stood Still*?
5. What is the name of the robot in the *Star Wars* series *Red Dwarf*?
6. What are the names of the robot duo in the film *Star Wars*?
7. What was the name of the paranoid android in the book *Hitch Hiker's Guide to the Galaxy*?
8. What number was the robot in

*Short Circuit*?

9. What was the name of the killer robot in the film *The Black Hole*?
10. What was the name of the our alien/synthetic human being in the film *Alien*?

Ha! I bet you're sitting there twiddling your thumbs now, eh? Well, we can't make the questions too easy or anybody could win. We want the winner to be someone who has a clear love of all things robotic. If you get that little bit right, send your answers to **ROBOT COMPETITION** at the usual address by 28th October.



# BACKCHAT

## NO CONSOLE-LATION

Why is there this incredible urge to make console-type games for the Amiga? If I wanted most of my games to be like Mario Bros, I'd have bought a console.

These games are not and cannot be as addictive as Amiga software and soon become limited and ingratifying. Let's stop blowing the horn of the Great Console Games and make console owners want Amiga-style games.

M.H. Tyne and Wain

CU doesn't champion console games, just good Amiga games. Why worry about consoles? You made the right decision when you bought an Amiga.

## KARADDI, KARADDI...

I've got a game design for the strange sport on Channel 4 called Karaddi, with all the usual features of the weird genre: including the rules, the ref, and the idiot faces the players make when they end the opposition.

New features have been popped in to give the game a more 'mystery feel' instead of tagging the opposition you have to chop their arm off with a switchblade. And instead of surrounding the attacker you have to wrestle with their head until it pops off.

David Dickinson (Drivily Skooter).

Thanks, David, but don't call us, we'll call you.

## OUT OF THIS WORLD

Star Wars was a film which took me to another world - a world where my dreams became reality. Therefore I was very pleased to read your article about George

Lucas finally putting the first three Star Wars films into production.

If you find out anyone about Star Wars, and the new games, please let me know.

A Thompson Hastings

I'm tuned to this sector of the galaxy.

## KNOCK DOWN PRICES

While visiting my local software shop I noticed that they were selling many of the newer games at knockdown prices. While Draft and Docking were £3.95 each, Beach House £7.95, while The Killing Circle, Alert and UMS 2 were all £14.95.

The shop assistant claimed that these cheap prices were due to a sales slump the retailers, and that the majority of big releases are rushed out at Christmas. Is Sheffield an

isolated case or is it the same nationwide?

Even worse the software companies must be in a bad way at the moment. If the shops, in desperation, are reducing their prices, the computer will sell more games but at the same time make no profit. Already Hasbro is one company who has gone under and I wonder who will be next?

Add to this the continual threat of piracy and we have big problems, although this may be taking things too far. Do you think I'm blowing it all out of proportion or just being realistic?

Stuart M Hardy (Sheffield)

If you take a stroll down most high streets right now you will see many shops are holding sales offering great bargains. We don't see any real reason why software stores shouldn't have sales as well. There are tough times, but...



## TUNE IN AND TURN ON

The growth of computer entertainment over the past few years or so has been fantastic. From small beginnings a mighty empire has grown. Can there be any doubt that it is big business.

Take a look at the number of computer magazines available. There must be hundreds. If you add games and publishers like together - is any other hobby or interest so well catered for? I think not.

Yet despite this evident popularity, there is an area where computer entertainment has failed to make any significant impact: And that's television. Is any other area of popular entertainment culture so neglected?

Motor racing, horse racing, snooker, football - even balloon dancing gets a decent amount of time. And here many magazines do they support? I know that games get the occasional showing on the Saturday morning kids' programmes but that's usually because some television boss has stamped up prices for a competition.

And to be quite honest, the thoughts of these patronising (near-dead) priorities - whose only apparent utility is to SHOUT LOUDLY and incoherently in a desperate attempt to create what they believe passes for excitement, presenting a decent computer entertainment show stills my blood.

Computer entertainment - games, music, graphics, adventure, multimedia, and virtual reality - deserves to be treated in a sensitive and, dare I say, sophisticated manner. And that does not mean it cannot be fun.

Why hasn't somebody had the courage to put on a show? Surely the time is now ripe.

Garry Kemp (London)

Selection is at hand. Independent television production company Newfront International is reported to be working on a series of ten half-hour shows dedicated to gaming to be broadcast each year on Channel 4. The show, called Gamecenter, will start in January and be shown in the 9-10pm slot. Let's wish it well and also hope it doesn't fall game to oblivion.





## TECHY LETTER-WRITERS WANTED!

In fact, this column has been used mainly for venting off about the state of the games industry, but we want to hear what you think of the hardware and software. Not techy questions, though. They're strictly for G&A, but if you have any queries, advice or even praise, then drop us a line at the usual Backlist address.

you've made some very valid points. What can say who will ride out the recession and who will suffer every?

## THE ONE AND ONLY

Please could you put a referee date when you review a game. This will save me and other readers going to buy a game and finding it's not there.

Mark Reynolds, Gwent

This is an eternal problem. Please dates are, and often do, change at the last minute. Just imagine if we said a game would definitely be released on, say, 1st April. Then, through no fault of ours, the software house changed the date after the magazine had been printed. Just think about how much more annoyed you'd be.

## EXTRA, EXTRA

The free Complete Guide to the Amiga which came with the Jan issue of CU Amiga

was an excellent addition to an excellent magazine. How about another one with reviews on peripherals, memory expansions and external drives which are currently available?

J. Brown, Essex

More supplements are planned but, for the time being, we're remaining tight-lipped about what they'll be.

## ON THE UP

Our Amiga has shot up in my estimation. I have been impressed by the series of articles for novice readers. By this I mean the demomaking section (June) and music sampling (July). All this adds up to a big improvement over previous games-only issues.

I have a few suggestions which I think you might find helpful in continuing this improvement. They are:

1. An explanation as to how to work Public Domain utilities such as Soundtracker, Red Sector's Demo-Maker and Wordwright. All are good programs but are difficult to use without manuals.
2. A mail order section where readers can buy books, magazines (such as) 3. Perhaps you could give away instrument disks for programs such as Soundtracker, Musicmaker and MindArc.

Stephen Graham, Norwich

Thanks for the comments. We'll certainly give them some serious thought.

## LONG-TERM TROUBLE?

I've only just managed to get a look at the GDTs and I'm impressed. I trust, however, to a complaint, namely the - only standard CD writer. This might be seen as somewhat petty but I would have thought Commodore could have included a decent disc-jack mechanism. That aside isn't even my objection and I would doubt it it would hold up in long-term use.

Apart from that I'm happy with the overall performance of the GDT. I'm certainly looking forward to the release of the CD00 add-on version extending Commodore facilities the above complaint.

David A. Johnson, West London

There's no doubt the potential of GDT is very exciting and we'll be in the forefront of coverage.

## PUBLIC PROPERTY?

Are the CU Amiga cover disks contained in Public Domain or not? As they are so good I would like to put them in my library.

Adam Hume, Mansfield

CU Amiga's excellent cover disks are compiled from material from various sources. The programs can only be treated as Public Domain if it specifically states so. Otherwise you must assume it would be an infringement of copyright to copy or redistribute material. If in doubt, don't.

## SHOT DOWN IN FLAMES

It certainly does sound a 'fabulous reward' of the \$1000 with a bonfire of 30 000 tons (Black story Mings (Forums, Page 18, CU Amiga, July). I bet it can also do as fast as a Tornado - 'from

hanger to 30 000 feet in 1.7 seconds

(Page 67). I hope they work a bit sharper opening the hanger doors.

Now really, don't believe everything that Boeing and Panavia tell you.

Wing Commander Tony RAE, Rhineland

No doubt about it, Wing Commander, you've shot down our high-flier, Mark Patterson. A \$0,000,000 fee payload does seem a little excessive in retrospect. Would you settle for \$0,000 pounds? And how about 1.7 minutes? Sorry about the mistake.

## MISSING DISKS

I've just bought a GDT and although I'm impressed with the machine and its capabilities, its feeling is little let down by the actual working of the machine. On unpacking I found that the promised Lennings disk and the Hurdston Encyclopaedia program weren't there - so all I had to show me what the machine could do was the country introduction disk. This hardly is rubbish, the only redeeming feature being some excellent digitised samples. Poor show Commodore.

David Hall, Wandsworth

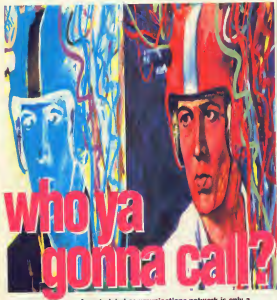
Unfortunately, early GDTs were shipped to stores without the two disks you mentioned as they weren't ready in time. Instead, Commodore included special cards for pointers to it in to get their software as soon as it was ready. However, there is already a mountain of impressive software available for the machine, some of which we'll be covering very soon.

## THE TOP FIVE

This month's reader's list is from Sarah Miles, who hails from Lough.

1. Lennings
2. Here's Quest
3. Amiga-Guide
4. PGA Tour Golf
5. Manchester United Europa





**A vast global communications network is only a telephone call away. Using a modem it's possible to access a wealth of digital infotainment from around the world at the press of a button. Andy Bolton punches all the right numbers. . .**

**C**omputer communications is big business. The world is becoming wrapped in a web of electronic interconnections, from satellite to radio-wave 'flew', from telephone exchanges to microwave connections. Now banks, businesses and private individuals. With the advent of air-to-air the world became a smaller place, and with comsat's realized expanding even more readily across the world at the speed of light.

For Analog centers the gate way to this electronic global village is the modem. For a few hundred pounds, you can buy a machine that will interface your computer to a telephone, and give instant access to an almost

infinite amount of data.

The extension of your computer to the outside world is not as easy as you might first think. The problem is that computers use two separate voltage levels to store data. Each bit of data is

either on or off, usually represented by 5 volts and 0 volts in the circuitry. However, phone lines use audio (analog) signals to pass data, with speech being the obvious example. The modem has to convert the digital



take your computer produces to an audio signal that can be transmitted down a voice phone line, and translate incoming audio data back to digital again. This is done by using the spaces of the digital signal, which can only be shifted to switch an audio tone on or off.

The major problem that modem designers have to solve around is the bandwidth limit of the Public Switched Telephone Network (PSTN). The bandwidth allotted by the audio range that BT lines allowed is each channel (phone line) to you, which is about 3 kHz. This is just about the minimum for useful speech transfer and is the reason why it's sometimes hard to recognize people you know when they phone. The modem's task is to squeeze as much data through this bottleneck as is physically possible, both in forward and reverse directions simultaneously.

## CLOCK THIS

The data is transmitted from the serial port to the modem, as all modems can only transmit data serially, and bit at a time through a phone system. The modems will send you to transmit digital data serially in a type of a synchronous system. This is where the clocking generates a periodic clock, or carrier signal, that synchronizes the sending and receiving units allowing data to pass uninterrupted. This requires more expensive modems, and different software, as synchronous transfer is harder to modulate. In general communications you, the data is transmitted asynchronously. No sync clocks are needed as the modems synchronize themselves as each data word is sent. This requires the addition of start and stop bits on each 7 or 8 bit word though, as the transfer of the value 00000000 would not be recognized. For example, as the 0 is effectively eight pulses sent, the receiving machine would not see any data without the intro-

duced of a 1, at the start and at the end, marking the data packet "000000001". However, the start and stop bits reduce the efficiency of Asynchronous transfer by 20%, as five bits of each packet of 10 bits of data are devoted to making 0. They control coming and going information.

In the Golden Age of personal computers, in the early 1980s, most home users

## CLASS ACT

used modems that were created by their parent, which is either counted in bits per second, or by the CDTT V class. They correspond to the following:

V21	300/300 bps
V22	1200/1200 bps
V23	1200/750 bps
V22bis	2400/2400 bps
V23	3000/3000 bps

modems were V21 (300 bps, or text) and acoustic coupled. This was because direct connection to the DPT phone line was illegal without an expensive approved type. Hardware approval is cheaper, and some unnecessary, and as nearly all modems plug straight into the new-style phone sockets (BT type 800). Acoustic coupling was very inefficient (microphone/ loudspeaker combinations that simply bent the phone handset and broadcast the tone) and it was the type of modem used in the 1980 film *Backstage*, starring Matthew Broderick. The 0s were susceptible to outside noise, which often meant keeping quiet while on-line.

The next development was V22 which allowed data to be sent and received at 1200 bps/ach full duplex. This means that both channels, forward and back, are sending at 1200



bits/ach directly. This increase in speed brought obvious benefits in reduced time on-line as data transfer was quicker by fourfold but the result was more expensive modems. However, as with all enhanced and digitaliser hardware, prices seem disposed to be affordable, even for the average user, and nowadays V22/V23 modems can be bought for less than £100.

With the introduction in the early eighties of Pentel and other videodata services, the V23 gained popularity. This allowed the transfer of 1200 bps forward channel, from the remote system and a back channel of 75 bps from the computer or terminal. This was based on the assumption that in a videodata system no-one could send data (> 1 type) at more than 7.5 characters per second. (Phone under 30 bps - 7.5 characters per sec because each word packet contains one ASCII character (8 bits) and one stop/start bit each and.)

## AUDIO RECALL

With the audio bandwidth limit only allowing two simultaneous channels at 600 bps, new forms of data modulation had to be invented to get to the faster speeds wanted by the public. V22 with its two 1200 bps channels used a form of modulation known as Differential Phase Shift Keying, which allowed each bit of audio data to represent two bits of digital data. This was done by allowing the phase positions of the audio signal to have four different values, and so each phase position was the same as four bits of data from the computer. To go faster again another system was invented, called Quadrature Amplitude Modulation, or QAM. This was very rapid the amplitude of each bit of audio data, as well as the

phase shift, thus allowing the signal to hold four bits of digital data. This is how the V22bis standard is achieved, allowing the transfer of 2400 bps in both directions.

The standard for most bulletin boards has been V22bis for some time now, as it allows a reasonably strong mode in its transfer data at 2400 cps (characters per second).

Each as in the transfer of a file. These modems cost around the £300 mark, with cheap examples being sold for £155 + VAT, and so should really be the minimum equipment considered even as a tight budget. If you are considering buying a cheap V21 modem then I believe as the sending will occur in fact on the other phone line. A V22bis modem can download data 2.5x faster than a V21 modem.

The latest modems on the market use V32 which is a transfer rate of 9600 bps, or nearly 16 at one per second. This is done by using another method known as Trellis Coded Modulation or TCM. Using this, several companies are producing advanced 'terbo' modems capable of transferring data at up to 16 000 bps.

To use a modem all that is needed is a terminal program. Several good ones are available in the Amiga public domain. Among the best are Off-Comer's AmigaCom and Com 124. These all allow for file transfer, and multi-task quite happily with the Amiga Workbench. If you are interested in downloading files from BBSs, then you'll need software that uses what's called a file transfer protocol. This is a standard method for transferring files, such as disks or printers, from the remote system to your computer using an agreed standard. The most common ones are BBODCOM, YMODEM and ZMODEM. These are all very similar, but incorporate methods of sending large files, the best of which is YMODEM. YMODEM uses 128 byte blocks and YMODEM uses 14 bytes, but YMODEM is the most advanced as it varies block size as the quality of the phone line varies, can allow more than one file to be transferred per download and only acknowledges when a file has occurred.

## GET CONNECTED

There are several very good deals available, at which the following is worth looking for:

Every Centre (043 405 1756)	V22bis/V23/V22/V21
Retailer Network (0208 )	V22/V22bis/V23/V23 + 12000 bps
Marston-Coxon (021 2256)	V22/V22bis/V23/V23 + 14400 bps
Midway-Coxon (0409 2795)	V22bis/V23/V22/V21

The two V22 bis deals are expensive, but very good value as they can save you money in the long term. All are available from

Element Computing, ring 0760 522777 for more information.



# Run Silent, Run Deep.



Being in the American "Silent Service" of World War II was to pursue a career filled with action, danger and glory. All alone, deep inside enemy territory, submarine Captains sailed and attacked the Japanese Pacific Fleet, the world's most invulnerable navy. Over four years, the brave men of the Silent Service heroically strangled Japan's maritime economy and disrupted her shipping. The Pacific war was won from beneath the waves.



Silent Service was critical and popular acclaim in the era's definitive simulation when it was released in 1983. Now the all new Silent Service II picks up where its predecessor left off, using advances in computer technology to give you even greater realism and atmosphere. With enhanced, digitized graphics, state-of-the-art sounds and thrilling new game options including a WarCancer option to fight the more South Pacific campaign. Silent Service II is an historically accurate simulation of the WWII submarine's decisions, fears and triumphs.



**MICRO PROSE**  
A Division of Electronic Arts Inc.

Now available for your Commodore Amiga

MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Telford, Shropshire TF11 8BA.



## who ya gonna call?

### IN A HAYES

Virtually all modems can what is known as the Hayes Command Set. They are identified by the prefix of AT, with the following command added by the user to verify the modem to their personal requirements. The commands allow the user to make the modem make alterations locally, turn the internal speaker on or off, dial a number, set the number of rings to answer on, etc.

Hayes compatible modems can usually auto-dial and answer, follow the V23 standard, and can be used to dial bulletin boards and services, and access email.

The Hayes command set is very extensive, and most modems have a few of their own added AT commands that aren't proper Hayes standard. It is worth checking your modem manual to see exactly what commands are available, as some excellent features are included with some units. If you are lucky enough to own a Winmodem PCXT then the commands are printed on the underside of the unit—pretty clever really.

### JACK YOUR BODY

Digital solutions are available that are still plug-and-play units, and are very expensive. Modems used by business universities etc., but gateways are available for you to enter this digital communications world. From an ordinary phone line it's possible to dial into the Packet World Stream network (PWS), and instantly connect hundreds of locations worldwide.

This is where all the main scientific and military research facilities enable making it quite easy to connect to the Jet Propulsion Laboratories in the U.S.A., or the High Energy Nuclear Research Centre in Switzerland, from any University in the U.K. In the country The International PWS Network is intended via satellite links to every major country in the world, and is not restricted to 3000 nodes like Xylography communications allows the benefits of data at very fast rates, with connection speeds of 48 Kbit/sec, as opposed to around 10 Kbit/sec over a good phone line.

# BITE THE BULLET

As well as being a cheap source of Public Domain utilities and games, Bulletin Boards also offer the user an interactive environment in which they can communicate with other enthusiasts around the world.

The Amiga world is very fond of its Bulletin Boards (or BBSes) as it certainly has more than its fair share. This is probably due to the ease with which it is possible to set up a BBS with just an Amiga and a modem. There are programs on the Shareware/Public Domain with which it's possible to set up your own Bulletin Board on an Amiga 500 with 1 Megabyte of memory, a modem and an external disk. Usually just a 500K diskette all in a program to connect a resident to the computer in such a way as to allow the incoming caller to have access to the files on the system, and to upload and download files at his leisure. In practice it is far more powerful than this, with message times, chat facilities, menus, downloading, and many other facilities.

On most BBSes you are greeted with a main screen something like the one at the Bulletin Board. The screens at other Copeland sites place numbers, by ID and probably the System Operator's name. The System Operator is SYSOP, the person who actually looks after the board, maintaining the file system, answering users' and helping users with any problems and keeping an eye on things.

There are many excellent BBSes for the Amiga, and several major ones with Amiga areas. Probably the most well known in the London area is Q1 for Amiga. This is written in BASIC with several featured capabilities of storage, with hundreds of menus and interesting files and programs. Another BBS in the London area is Sirius, which is built by a modern manufacturer. Sirius, which contains a modern Amiga version called 20-Megabyte.

When you first log onto a Bulletin Board, if you want a regular or random, you'll be asked to do in a simple questionnaire. This usually asks your name, options and telephone number (as well as questions about what computer you are using and where you live) about seven. You'll then be allowed to log on as a guest until your account is validated.

As a registered user you will then be given a password. Download the BBS Bulletin Board's operator's introduction screen, where for a small sum (usually about £5) you will get full access to the board. This will then be used to copy the software being in worry about uploads to download (once). This is where to download any files you will find have to upload some useful files yourself. This is to stop you just take just take files from BBSes and don't put any more on the system.

There is a library using this screen at PWSnet which allows you to mail comments and send a message to the system board. BBSes that having no local network go to each other when there is mail from and download the mail to the local board. This way all the local gateways have a good view of the network, and your message eventually comes to its destination.

Most boards also have message areas where anyone can leave public messages asking for help with a technical problem or advertising items for sale. There are to expect that given Bulletin Boards their names, as they are all different really, the other nodes board. Some boards have on-line chat areas similar to the BBSes, where all chat lines where you can type to someone else in real time. This is an experience to be missed. If your typing is a bit slow on this.



Above: A small selection of the many games and utilities available to download from a BBS.

If you are a frequent member of a board, or a new user with a problem, you can page the Sysop. If he is about he will start what is known as chat mode. This is the new to members previously where you can spend time talking, while waiting at each others' logging, and becoming an expert with the backspace key.

### GET YOUR KICKS

Another variation of bulletin boards is the Conferencing system. This is a very powerful discussion area, mainly used by professional people, users and other facilities. But open to public use. Each conferencing session has a moderator who looks after the area and moderates the discussion. Most don't get out of hand, although some software for it is regularly updated into the files. The larger Conferencing system is Gopher, the computer information sharing system. This system handles large amounts of data, with digital or electronic as preferred, and some software developers have more sophisticated versions around. Amiga and other may come. The latest Public Domain software is usually available, and the user should be the master.

Internet users. On to a telephone service and costs between £3.95 and £2 per hour depending on time of day and has a minimum monthly charge of £8.35. Just for the service over the service is substantially worth this.

### USEFUL BBS NUMBERS

Q1	0800 300 1244
Q1 for Amiga	071 317 1388
Speed	0480 871110
Proline Ltd	081 640 3170
18th Dimensions	071 600 0160
Amiga Connection	0800 470800
Amiga Information	081 850 0160
	0444 441308





# MEGALOMANIA™

**A GAME OF DESTRUCTION, EVOLUTION AND POWER!**

Every new civilisation needs a God to oversee them, and this is your chance in a lifetime opportunity to achieve supreme power and immortality.

The arena is a vast place full of the top of the extremes in which all new planets are created and nurtured and it is your task to steer your race through a fierce and bloody evolutionary war, to gain complete control of the planet. The game they play is a curious one, it is I figure they call...

**MEGALOMANIA™**



SCREEN SHOTS FROM AMIGA VERSION

**IMAGE  
WORKS**

**Sensible**

© 1991 SENSIBLE SOFTWARE





## HACK TO THE FUTURE

The Wargames image of a snotty fourteen year old starting a global thermonuclear war is almost certainly impossible. Or is it? Andy Bolton investigates.

**T**o take the average techno phreaker at his word is to assume a proportion with the amount of personal information about us stored on computer. With national libraries, tax, car and other key record directly stored on their hard disks, medical and financial records and vast amounts of other private information being stored on computer, the potential for electronic crime increases as the information itself continues.

In theory, hacking is easy: all you need the personal computer, a modem, and access to a phone line. There are a few good phone numbers a phreaker needs on his or her session and the hacker's handbook and you have all the ingredients for a good night's hacking. Sneaking in and out of unguarded computer networks is an obvious attraction for the technic ally able, and naturally inquisitive, to produce through breaking encrypted personal security systems that do this promising, seemingly-instantly-achievable, nearly-invisible and totally illegal. This is possibly why the hacker has the image of an under-achiever to disrupt, rather than to

constructive player, sneaking into the outside world only at the dead of night, its purring away on a particular keyboard trying to find that elusive password that will open another gate way to the

Web. Hackers tend to miss the more constructive uses of what are switching to sophisticated forms of computer-linked, such as legitimate ethics. The majority of ethics are quite straight, although major data spread about faults with pornography and illegal and probe software available. This is a great computer that we don't go buying because it fits in what you hope to find, so it just sits in a box. The most recent picture that found on ethical ethics would be a purely technical usage of that box, so some kind of direct hacking attempt of a small hacker that can operate. There is no one joining efforts that to be found in the Sunday papers.

The most famous hacker duo at Hot Apple and Apple-Link. They managed to take a gateway into the highly classified ARPANET, run by the Pentagon, simply by using the account and password of the

University of California at Berkeley. They then proceeded to use their privilege to gain computer access to the most military networks, however, their probing about the network had not gone unnoticed, and they were eventually kicked up by the FBI charged with various counts of fraud and espionage.

A similar case in Arizona, that of Edward Seng, I was able to see Santa University's mainframe computers to gain entry to various weapons, nuclear threat and other less interesting ones. Seng's (to say) he was arrested and charged with breach of ethics (Official Secrets Act) he had also attracted the attention of the U.S. security services. In typical Wargames style after trying to play a war simulation game on the old a Defense Agency computer.

As the information networks of the Global Village progress its with more the world's cities, there are an increasing number of attempts to hack. The electronic landscape has made more information available to more people than ever before, but conversely, the opportunity for data tampering has increased dramatically.



### HACK ATTACK

Hacking originated in the United States in the 1960s with the phone phreakers. These were a bunch of hipsters, students and some self-entitled nerds, who found a way to get free phone calls across the world by whistling down the phone. The most famous of these was John Draper, or Cap'n Crunch as he became known. This was because his mother used to insist he drop out of the phone system was exactly the same pitch as that generated by a whistle given away to the football crowd at the same time. Draper is the closest thing to a living legend in computer folklore. He is one of those Great Computer Hackers, and will live forevermore with his legacy and global networking. There is even a short tale-tell tale on the Bridge's Coast by Draper which is an original Bulletin Board. They eventually invented simple electronic tone generators to get them easily around the phone network. These Bulletin Boards were at the centre of another technical revolution in this century only recently. It was discovered that B.T. microphones remote controls did exactly the same thing, which is hardly surprising as they use the DTMF tone frequencies, too.













# how to cheat at

# animation

**Want to share a secret? Not all animators are great artists. Sometimes they bend the rules. Peter Lee blows the cover on a technique which allows you to create super smooth animations.**

**IT'S EASY** using just a few simple dodges, you can draw Roger Rabbit-style cartoons which can be combined with digitised sequences. The technique is called *Rotoscoping* - a big word for a simple technique!

It involves three very easy stages:

- 1 Load a digitised sequence
- 2 Trace/paint the objects you want to Rotoscope, then delete everything else
- 3 Colour in your outlines

Sounds too simple to be true? Just take a look at the cartoon feature *Mile Lord of the Rings* to see how stunning the effect can be. The realism of the character figures in the movie is due to the fact that real people were used as the basis for the drawings.

## GETTING STARTED

First of all you will need a digitised animation sequence. There are a number of options from PG libraries, and you may already have some examples in your collection of demo disks. Later I'll explain how to get animation from a single digitised frame, if that's all you have access to at present.

Your own images from a video digitiser will give you a more personal project. Imagine turning your family into a version of *The Simpsons*!

But any digitised images will do to experiment with. They don't even have to be in colour because we'll be adding that ourselves. Black and white frames are easier to manage, and by adding your own colours you can really bring them to life.

## MORE COLOURS

Although low-resolution black and white images generally use just 16 colours, you can load them into a 32-colour

EPaintscreen if you want to see a wide range of colours in your animation.

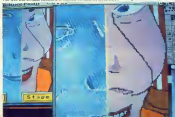
This works only with single frames - some files switch to their original mode

on loading. There is a way around that, that's tedious, but workable. In the case of a low-res sequence, you should save each frame as a separate picture file, remembering to number each filename - pic 01, pic 02, and so on.

Once each frame is safely on disk, erase the animation by setting the number of frames to zero. Now change the screen format to a 32-colour mode and create a blank animation sequence to the desired number of frames. Load back each frame in turn into the sequence - pic 01 to animation frame one, pic 02 to frame 2, etc.

You will now have an extra 16 colours to use. If memory restrictions are a problem, you would be better off sticking to 16-colour mode. After all, once your outline has been drawn, you will be erasing the digitised image, free-

For *Wile* was an ideal candidate to animate because he looks superb already





# ation

# DISK FEATURE

## BART-IFUL

Oh, so you've read the tutorial. But you're still not convinced? Just take a look at the Bart-to animation on this month's coverdisk. This excellent animation was created by digitizing a small Bart Simpson doll with a video camera. Digitizing the frames before photographing allows us to create a full screen Bart animation. Incidentally, the Animation is created using PowerPoint, not even PowerPoint to display it.



These frames were created by first taking a plastic model of Bart Simpson, then digitizing them with Color's Unit. Having outlined the frames and the material of the corresponding photo, a copy command is used to colour Bart in, leaving the colours on the Greening's original Simpson cartoon.

ing all the colours used in its display. There are two main methods of Rotoscope's outlining within DeluxePaint: the Background commands and the Stencil option. Each has its own merits, so it's up to you to choose. Here's how they work.

### BACKGROUND

Once you've loaded in your digitized frame or animation sequence, choose the Background Fill from the Effects pull-down menu. This presents the single fill colour, so even if you want to click on the clear tool icon, your picture would not be erased.

The benefit is you can draw on top of the image without affecting it. Try doing a few tests on the fill screen and then rub them out - they go, but the original scene remains.

This also has a handy effect if you want the cut-out brush tool: all it will pick up is the contents you drew after the background was fixed. By using this simple command, you can trace around an image, rubbing out mistakes without touching the original.

Once it's complete, with nothing to clutter it up, pick up your line tracing as a brush. You can tidy up by tracing the

background, and erasing it. (Storing down your brush and move into the next frame.)

**NOTE** - Sometimes DPaint will tell you it cannot fill the background because of insufficient memory. In which case use the Stencil technique mentioned below. Alternatively you can work on a sequence, loading one frame at a time, without first loading the whole animation into memory.

### STENCIL

The stencil command works a little like the background command in that it will protect colours on screen, but it lets you specify exactly which colours to protect. This allows you to easily erase the image's colours after you have traced around using a different, specified colour.

After tracing, call up the stencil sequence with the DPaint palette key combination. Use a colour which is not used in the digitized image to draw the outline. Then delete this the only colour in the

image which is protected.

When you clear the screen, everything except your tracing is wiped off, leaving you with the outline you need.

**NOTE** - It is very rare for a picture which has been digitized using a colour palette to use all sixteen colours, so putting in a new colour to use for your outline is a matter of trial and error. Go into the palette register - press 'p' on the keyboard - and, working from the last colour backwards, try adjusting the RGB content of each shade a little. If this doesn't find how your image looks, it's safer to use this one for your outlining.

**NOTE** - One way to start the outlining process is to begin by tracing off the background detail, leaving just your



Take a look at this photo, the picture on the coverdisk, with the animation.

main object. Pick this up as a brush, select your drawing colour and use DPaint's outline function (key-press 'o') to automatically trace the outline of your brush. Unfortunately, you still have the stencil inside the brush to do yourself!



# how to shoot animation



Here, you see one digitize your mother Peter begins by tracing the "background." Lee using a color overlay (provided by the digitizer) he has outlined her important features and deleted everything else. A lot of color was at first used to complete the transformation.

## IN THE FRAME

Once you have completed this tedious work of outlining, you can move on to filling your drawings.

Make sure there are no gaps in the different areas where colour could bleed out, and define and use whatever colours take your fancy.

You can use pattern fills for clothes and features, and add whatever backgrounds you want. Using your Rotoscoped animation as a *Offset* if animating will allow you to create unique animation sequences.

You could have a colour

Rotoscoped drawing of yourself walking across a landscape, or mix your own with a standard live-action animation sequence as seen in *Who Framed Roger Rabbit* or for more did enough to remember *Mary Poppins*.

## MOVING ON

Even if you don't have a digitizer your self, you can still make animations using just one digitized picture from a PD or demo disk. Using it as your source, you can do one-frame tracing and colour in your picture.

If it's a picture, a scan or whatever you

## EARLY DAYS

Rotoscoping was pioneered by Walt Disney from pioneer Walt Fleischer and his brother Dave. Responsible for the *Betty Boop* and *Popeye the Sailor* cartoon series, the artists used the technique to copy action on their full-length feature cartoon *Gulliver's Travels* in 1939. It's clear that the drawings were based on real life action.

## IF IT'S GOOD ENOUGH FOR WALT

Walt Disney first used Rotoscoping for his ten-minute cartoon feature *Snow White*, when the lead character together with the Prince and the Ghoses, was originally acted out by a real person.

The animators would then be given photocopies of the action to use for reference - although apparently not much tracing followed. The dancer who stood in for Snow White was called Marge Champion, who went on to achieve her own fame as an entertainer, together with husband Gene. She was also the living model for the Blue Fairy in another Disney cartoon *Peter Pan*.

use, plot it up as a rough and zoom it on top of your animation landscape over a number of frames. It's a fairly few minutes work at all it takes to make the eyes blink, or the lips talk.

The quality of a Rotoscoped image doesn't depend on your drawing ability; anyone who can follow a line can create a convincing eye animation that can be brought to life with a little imagination.

## TOLKIEN GETS THE TREATMENT

The impact of Rotoscoping is nowhere better displayed than in the 1978 film *Lord of the Rings* based on Tolkien's cult work. A disappointment in many ways, the film, directed by Ralph Bakshi, nevertheless conveys in line art the true movement of living things, thanks to the extensive tracing of live action which was used alongside standard animation techniques.







# KARN THE BARBARIAN....



## Virgo

## Take it up to 2½ megs

### Amiga A500 2 meg expansion

Here at last is the memory expansion board you have been waiting for! The V2000 will give you up to 2 megabytes of additional fast RAM. The V2000 can be expanded in ½ meg stages, from ½ meg to 2 megs, and it represents the best value for money available.

- Compatible with Kickstart 1.2 and 1.3
- Real-time clock/calendar
- Top-quality gold-plated connector
- Memory double facility
- Fits into slot under your A500 (no soldering required)
- Comes with full instructions
- Helpline available



**£104.95** Introductory price for  
inc. VAT & P&P Full 2 meg expansion

V900 512K extension without clock	£24.61
V901 512K extension with clock	£28.61
(chip RAM configurable with Foster Agnus)	

Also available (phone for full range):

V2000 board only	£37.95
V2000 + 0.5 meg	£51.96
V2000 + 1.0 meg	£56.95
V2000 + 1.5 meg	£67.95

RAM chips per ½ meg set (compatible with A290)	£18.50
---	--------

Sound Demon (quality stereo from your Amiga)	£44.95
Kickstart 1.3	£28.40
Drums (3.5" & 5.25")	13p each (+76pP)
Full range of software available	
Phone for details	

Yes. Prices include VAT & delivery



Virgo Developments Ltd, Sapphire House, Fishponds Road, Wokingham,  
Berkshire, RG11 2QJ Tel: 0734 890388 Fax: 0734 891646

V954

Same day dispatch. 24-month guarantee. Commodore-registered Amiga developer

0734 891 646











# Deluxe 4

**You've already read our world exclusive preview of Deluxe Paint 4. Now that the finished version is here, Graham Broomfield and Michelle Holbrook take us on a romp through some of the new features.**

## WHAT'S NEW?

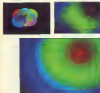
In our June preview we told you all about the new features contained in Deluxe Paint 4. Features like HAM support, rotating options, and compressed HAM mode animation.

Now we've finally got a finished version of Electronic Arts' premium art package. We thought it would be fun to take you on a step-by-step tour through some of these enhancements to see exactly how you can use them to improve your artistic talents.

## BUMPER HAMPER

The single most important improvement in the inclusion of HAM mode support. Using the standard versions of Deluxe Paint it's only possible to use a maximum of 64 colours on screen simultaneously. Using HAM mode, you can use the entire 4096 colour Amiga palette at one time.

The inclusion of HAM mode into Deluxe Paint opens up such a wide variety of additional drawing options you'll almost feel as if you're using a totally different art package at times. The incredible subtlety of colour and shade means that anti-aliasing and blending of images becomes a simple matter. It's with this in mind that we began our first tutorial.



## LOYAL LION

Transparency is one of the new and powerful options contained within Deluxe Paint 4. It allows you to place one image on top of another, blending the colours of the top image into those of the bottom one. You can



specify the transparency of the top image to enable a wider range of mixing effects. For example, setting the transparency to 50% will mean that the top image doesn't completely mask the lower one, whereas setting the transparency to 95% will allow the lower image to dominate. We created the 'Pink Lion' image using this technique. First of all we loaded the 32 colour GUI title picture in low resolution. Having locked the black background using the stencil option, it was a simple matter to colour the rest of the image in white. We then swapped the foreground and background colours using the 'Invert' mode in the Colour menu.

The next step was to move to the 'open' screen by pressing [ ]. Once there we loaded the Mountain Lion picture which was in HAM mode. Returning to our logo screen we restored the altered colours of our GUI logo by selecting Rastmap from the Colour menu. The next stage was to pick up our black logo as a brush.

Returning to the Lion screen with our brush at the ready, we selected Settings from the Transparency menu. This allows you to select the degree of transparency. We set this to 85% which meant that the Lion picture would be clearly visible as we mixed our logo brush with it. Having positioned the logo where we wanted it, a quick click of the



left mouse button was all it took to mix the two images. The huge number of calculations needed to combine the images meant that it took the computer several minutes to perform the operation. Compared with the time it would take to combine the images manually, the wait was nothing, but it was still a vivid lesson.

## SPECIAL EFFECTS

There are several other options which combine the existing image with another one to create visually stunning effects.

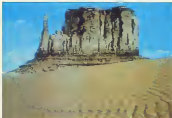
First, Hue and Value each work by using brushes or drawing tools to modify whatever image they are painted onto. In practice this means that if you placed a red brush on a scene using the 'Tint' option, the whole scene would be tinted red. Very useful if you want to simulate the reflection of sunset.

Similarly, if you wish to add shadows to a picture, create a dark coloured brush and select 'Value'. When the dark brush is used on your scene, everything will be darkened creating pools of shadow around the edges of already dark objects.

We used these options to modify a



# Information



basic desert landscape in three entirely different ways. As you can see, our original screen was very bright, and featured predominantly yellow and orange colours.

## AQUARIUM VIEW



Our first project was to create an underwater landscape. With that switched on, we selected a marine colour and drew a filled rectangle on top of the desert picture. This immediately gave the whole picture a blue wash which helped give the illusion that it was underwater. The next stage was to

add some underwater flora and fauna. We loaded some fish (sharks and) clamped them into the picture. We also added some weeds to the foreground of our picture. The only trouble with the fish and weeds looked a bit bright, so we had to tone them down to match the

background. We also wanted to clarify the way that water gets lighter in colour the closer you get to the surface.

The easiest way to create this effect was to use the Differ option in comparison with Fill. We had to set a spread of colours which ranged from white through to dark blue. In doing this we encountered another of D-Plan's new features. The Range selector has now been separated from the rest of the palette, and can be called up by selecting Range from the Colour menu.

Creating a range of colours has been made easier than ever before. Now the top of the Range window is a colorized scale only, which any of the colours in your palette can be positioned. All we needed to do was place a white colour at one end of the scale, and a dark blue colour at the other end. The colours didn't even need to be adjacent to each other in the main palette because the computer automatically calculates all the shades in between. If we'd positioned our colours closer together, the colour gradation would have been much more abrupt. We wanted to create a gentle colour transformation so we left them far apart.

With our colour gradation set, we returned to the main screen where clicking the right mouse button on the Fill icon presented us with the Fill Types window. Here again there were many new options, but we only needed a straight forward vertical fill so we selected the



up/down arrow and returned to the main screen once more.

With this selected, we repeated our earlier exercise of drawing a filled rectangle which completely covered the desert scene. However, because we were now using a graduated fill the end result was a scene which faded from a very pale blue at the top to a much darker one at the bottom.

## STARRY STARRY NIGHT

Using Fill it was very easy to change our Desert scene, so that it appears to be night time. Using a blue rectangle again, we painted over our picture.

Instead of washing the entire image in blue, it only changed certain colours - so that the contrast between different shades was retained. To add the starry night sun we used one of the new fill options called Circle (radial).

When using the radial fill, a different pattern is created which radiates from a specific point. This creates concentric rings of graduated colour and can be very useful for adding shading to curved objects.

In our case we used the same white to blue range that we had used in the underwater scene. Switching to our spare screen we drew a large circle using the radial (Filled Circle) tool. Our circle graduated from a white core out to a dark blue perimeter. When the circle





## Deluxe 4-martians

had been chosen, we picked the whole thing up as a brush and returned to the main screen where we switched Transparency on, having set it to 75%.

Positioning our brush so that its white centre was in the upper-right corner of the picture, we patted it into the scene. When the computer had finished drawing, we drew a further plain white circle on the picture just to emphasise the moon. A couple of days later and what One month's desert.

### FIELDS OF FIRE

True remasking option in the process menu is 'Value'. When used, this option substitutes the values of the colours in the original image for those of the brush or pen that was used to draw on them. We got some very unexpected results when using this option. If you look at the multicoloured desert picture you will see



what happens when a blue rectangle is used to cover a picture when 'Value' is selected. Weird or what?

### MASTER OF DISGUISE

When drawing with normal art pens, one common and frustrating problem is a phenomenon known as 'The Jaggies'. The Jaggies reveal themselves as horribly noticeable pixel steps. These are



An ordinary logo, such as our multi-coloured CB one here, shows off most strikingly by showing the palette and the shadows that light into it from its gradient colours. pixelated steps which the light seems to pass, making and accurate shading effects can be seen in addition, the pixelated light can be used to form objects with other lighting effects.

caused because the pixels are not small enough to produce a line which appears smooth to our eyes. The Jaggies occur when drawing using a colour that contrasts acutely with the colour you're drawing on – white on black, for example. It is particularly noticeable when drawing lines at an angle which is not an exact multiple of 45° starting at 0°. In other words, lines drawn at 90° would cause worse Jaggies than lines drawn at 270°, etc.

Anti-Aliasing is a technique that is frequently used to disguise the presence of the Jaggies. It works by drawing a 'halftone' colour (a combination of the ink and paper colours) at some steps. Whilst this process does cause some loss of image clarity, it is often preferable to the alternative.

In the past, D-Paint offered a basic form of anti-aliasing which could be accessed by pressing through from the Mode menu. It did this by attempting to find a colour in your palette that was halfway between the ink and paper colours. Unfortunately, with a fixed palette, it was not always possible to provide true anti-aliasing.

Deluxe Paint 4 now has a full representation of anti-aliasing, including two degrees of efficiency. In the less efficient mode, the computer only performs the anti-aliasing that I just described. At maximum efficiency, the computer performs much more thorough anti-aliasing. This involves not only adding colours to the steps, but actually changing the ink and paper colours in some positions as well.



### GOING, GOING, GONE

In our June preview we told you about the Metamorph option, and described how it could be used to transform one brush into another. The transformations were then stored as an 'anim' brush which you could either use in pictures or as part of an animation.

One possible function we didn't mention was the way that you can use Metamorph to create quick fade-outs in an animation. We gave it a try and the results were very effective. Here's what we did.

We started by picking up the image



we wanted to take as a standard brush. We then stored it in the spare brush buffer. Next we changed the paper colour to one we wouldn't be using in our fade and cleared the screen. On the empty screen, we drew a rectangle that was the same size as the brush using the same colour as the brush (and not the same colour as we wanted to fade our brush out to [background colour]).

Having also picked up the rectangle as a brush, it was only a matter of selecting Morphology from the menu and setting the number of frames to ten. This created an animation which faded over ten frames, from a brightly coloured brush to the colour of our planned background.

Following that, reset the background colour of the screen so that it matches our fade out (rectangle) colour. After clearing the screen and setting the number of frames to ten in the Animation menu, we stamped our anim brush down carefully once in each consecutive frame. The computer rendered the brush animation, displaying a new brush each time we stamped it down on the screen.

The end result was a quick and unusual fade animation.

## MIX AND MATCH

Another advantage of working in HAM mode is that you can combine elements of pictures with dissimilar palettes, yet still keep all of the elements more or less in the same colours as they were originally drawn in.

We tried this using two standard pictures that we got from the SMP 666 slideshow demo. The first picture, called 'Red Dragon', is drawn in 32 colours and uses a predominantly red palette. The second picture, titled 'Queen the Gates', is also drawn in 32 colours, but has a palette consisting almost entirely of shades of purple.

What we wanted to do was to take the dragon out of the first picture and incorporate it into the second.

The first thing that we had to do was load the dragon picture in a 32 colour low resolution screen format. Having carefully cut the dragon out of the picture we saved it as a brush. Next we loaded the gate picture that in 32 colour low res. Moving into the Screen Format section of the Picture menu we changed the format to HAM mode. Although it took some time the computer automatically handled the task of converting our 32 colour pic-

ture and the result was striking, suitable from the original. The conversion process unfortunately deletes any brushes that you may have stored, so we had to reload our dragon brush once we were in HAM mode.

Once loaded, the dragon brush appeared in all the wrong colours because it was now using the palette from the gate picture. This was quickly rectified by selecting Morph from the Brush section of the Colour menu, which reloaded all the colours so that our original was restored.

Because our dragon was way too big, we immediately reduced it to half size thanks to the Size option, which can be found in the Brush menu. It took absolutely ages for the computer to work out and would have been fifty times quicker if we'd done it before we moved into HAM Mode - (a late note).

We wanted to put the dragon in the background so we used the Stencil option to lock everything except the sky. When we positioned the dragon it didn't

overwrite anything except the areas left unprotected by the Stencil.

The last thing to be done was add a different red sky. Using the spare screen to create the red graduated brush, we only had to stamp the sky brush down so that it was in the right position. The stencil, which we'd left activated, took care of protecting the rest of the picture.



An example of the utility's 'split' capabilities



A single object, rendered from different angles

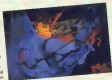
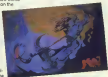


An example of what can be done with 3DPaint Pro's shading and light sources

## THE END?

Now that we've shown you how some of the incredible features of Deluxe Paint 4 can be put to practical use, hopefully you'll be inspired to create your own masterpieces. The package is almost certain to become the new standard by which all other packages are measured. It is a genuinely nice sometimes. In HAM mode, but the power and versatility of its drawing tools are certain to impress even the grizzled sceptic.

You'll be very hard pressed to think of any further options. Electronic Arts could possibly have included. Race you to the shops.





# You deserve the best!

## Now you can get the best... with PEN PAL

A superb package, with immense power, to fulfil all your word processing requirements and... it includes a *Illustrated* It's all so easy to use, you probably won't need to refer to the extensive 386 page manual too often.

Whilst working, you can open up to four documents simultaneously (memory permitting), search and replace, cut, copy and paste, check your spelling with a 300,000 word dictionary. You can import your favourite EPSON/LAM graphics, from programs such as EPSON II or Clip Art files in various sizes and colours. You can automatically flow text around graphics in any Workbench compatible font (there are over 300 available styles), in different sizes and colours to suit your design... even as you type. All this from a word processor and... Much, Much, More!

As you can see, that is not just any ordinary word processor! Full Page View with positions, edit and creation of graphic objects. Mini Merge using the built in database and forms designer. Creation of templates for accounts reports, into which the database can be merged.

Opening with 32 fields per record, and 32,000 records per database with a list cost of 1000 records in less than 5 seconds, this is a real database.

Pen Pal requires an Amiga 500/1000/2000 or 386PC with a minimum of 1megabyte of available memory.

# Pen Pal

When you deserve the best!

# £79.95

"... its handling of graphics is unsurpassed. Pen Pal is the only program I think that will automatically wrap text around pictures..."  
Amiga World, Jul 89

"... without leaving around the built in very special..." - "There is little to beat Pen Pal and it deserves to sit well..."  
Amiga Forum, Dec 89

"... I am extremely pleased with your product approach, the Graphic Capabilities of the Word Processor... (the) the Database in the same file has made PEN PAL the best program I have..."  
J.L.B. - Plymouth, 1-25-1989

"... Please let me tell you how much I use it here (UK) IT IS SO USEFUL FOR PAL... The manual supplied is very informative and very clear..."  
P.E.A. - Slough, 10-12-1989

"... A most excellent piece of software..."  
E.P.H., Sunderland 10-12-1989



Trade Distributors...

**SDL**

**COMPTON**

**IBM**

**IBM MARKETING**



**Pen Pal Order Line**

**0773 836781**

Pen Pal is also available from good computer stores (except for)



**GORDON HARWOOD HARWOOD HARWOOD**

**Computers**

Pen Pal is supplied on the UK through Gordon Harwood Computers, New Street, Aldersley, (Derbyshire) DE25 5BP  
Telephone: 0773 836781 Fax: 0773 836786





In an explosion of generosity and good will prompted by the successful release of their AMOS Compiler and 2D expansions, European (Mandarix) have kindly offered to award the chance to win a copy of their brilliant Compiler.

The Compiler converts programs written in AMOS Basic into stand alone executable files which run in pure machine code. These programs will then run significantly faster, and are much harder for casual hackers to tear apart.

All you have to do to stand a chance of winning one of the Compilers, is answer the following three questions correctly:

1. What is the name of the built-in AMOS extension language?
2. Who is the author of JIMM and AMOS Compiler?
3. Which best-selling range of educational software was produced using AMOS?

Send your entries on a postcard or on the outside of a sealed envelope. Entries sealed inside envelopes will be checked away. If you think it's any fun opening hundreds of envelopes, wearing our fingers to the bone...think again!

Include your name, address and phone number, and post your entries to: **COMPILER COMP** at the usual address (at the front of the mag). All entries should be received by 29th October.

# AMOS COMPETITION



# first impressions

Once again, CU reveals the future and takes a look at what promises to be hot or just hype...



## OUTRUN EUROPA

U.S. Gold's stalled Ferrari finally roars onto the Amiga. **GAMEPLAY:** Abandoning the road race gameplay of the original Outrun and Turbo Outrun Pro's extremely-delayed European expansion now sports a James Bond style scenario. Cast as James Hunt, super spy, the player must first access a number of countries in an attempt to reclaim an important case of documents stolen along with your beloved Ferrari. Thus, the game takes more of a Chase HQ theme, only more variety thanks to the addition of a series of exotic vehicles. As Straker tries to beat the clock to a checkpoint in each area, he uses virtually every mode of transport known to man: jetskis, motorcycles, speedboats and, of course, the good old Outrun Ferrari makes an appearance, with suitably equipped bodices out to turn you out of the chase and end your racing days for ever.

**PLUS POINTS:** The spy scenario works extremely well and opens up much-

needed variation to the original's gameplay whilst not slowing too much to access the fast Outrun fun.

Chronically, the game is far busier than its predecessors, too, with some large roadside sprites and a wider range of on-road obstacles.

**BEHIND THE SCENES:** Easily one of the most-delayed games ever! Outrun Europe was originally going to be Outrun played through a series of popular countries. Using most of the original's game data, it was to have featured vehicles typical of each country, with the player competing against BMW and London Buses (although they'd hardly give a Ferrari a run for their money). This was dropped in favour of the new scenario where the original code was re-engineered, and Power Drift (code: J2K), was drafted in for the coding chores. Fed up with race



games, though J2K opted for Smash TV instead, leaving the duties to Stuart Gregg, who has been working on it since February.

**FIRST IMPRESSIONS:** Compared to the likes of Outrun's Lotus, Outrun Europa looks a little jerky. The sprites are well-drawn and the backdrops are also attractive and instantly recognisable, but they tend to jerk a little when scrolling. Apparently, there is still a lot of tweaking to be implemented before the game's September release, so these complaints may not hold true in the final version. If this proves to be true, Outrun Europa could be the game Good Game has been crying out for



# STARLIGHT VOYAGE

**Spore, the first frontier – but not so**  
**Thymococcus**

**GAMEPLAY:** Expanding the basic idea behind *Antares's* *Midcourse 2.2* and *Deacons*, *Starflight Voyage* is a more free-space exploration game with the player in command of a resource space station. The Earth of the future has been devastated, and all that remains of its population are the genetically frozen



claiming who inhabit your planet. These people have been selected as those with the most chance of making a go of it on another planet, but first a suitable home must be found. As you stretch, with scout ships must be built and sent to scout the galaxy, and what ores and chemicals can be combined to create the metals needed. In addition, though, several uses of plastics, stone, earth (as seen as your modeling in on their neighborhood) and others is germanely into the Earthline zone.

**PLUS POINTS:** Newscomer is the space exploration game we often put off by the wealth of complex controls, introduced with it. *Starlight Voyage* becomes this, though, by using a simple



ple, govt 'n' civil' loan system, which allows the player to activate all the ship's many systems via a series of option panels. In addition, Demomasters have crafted five arcade-goes, too, with a neat combination of tactical and blast-'em-up action.

**BEHIND THE SCENES, *Designers***  
Hogye started the *as a* Black 3D scene. This idea was then expanded into a space battle game. However, as more ideas were added, the school sent up a parody game with the DeLauder-style elements. In all, the game has been under development for eight months, and this period has been used to get the game logic up and running. All of the art and music have now been entered, as have the strategy sections. But there are still a few loose ends to tie up before the game's release in November.

**FIRST IMPRESSIONS:** While not boasting the impressive graphics of *Deuteros*, *Starlight Voyage* is a much bigger game: its sci-fi scenario is fully explored within its varied gameplay, and the addition of car racing and colonising as the game unfolds. Tunes the player in

## SILENT SERVICE III

**Man, Dog, She with Monkeys**  
**THE GAZELLE GIRL** (Some six years after the first game) releases Monkeys from their lair behind David's bedroom and brought it back up to date. As the commander-in-chief of four rules, the paper is dropped into the Fold of the Americas, Japanese war and found a number of names of isolated or inaccessible. However, from his levelling more than the players can also include the role of a Commander of four Commanders and attack allied attacks in the North, South, East, West

But House-to-control the wall and utilize its many options. The player can opt for one of four difficulty levels and begin a series of increasingly-rewarded walls. In addition, the game sports a full range of options which allows the player to either treat the game as a full-blown strategy game or as a simple "shoot and destroy" arcade experience.

**PLUS POINTS:** Presentation was a bit stiffer in the original game, but *Ultima Online II* boasts more smooth (60) updates and more digital landscapes in addition to the

game that has been designed to reward the player for making it to the end of the game.

**Abstract**

sequel was to thoroughly immerse the target player by adding more options and features. The game is being constructed from the PC workstation to a home Microspore-based and the design version seems every bit as fluid and action-packed as its PC parent. In addition, the Amiga's native sound abilities are being called for, too, with sampled sound effects and realistic explosions and gunfire sounds.

**FREE INFORMATION:** The original questionnaire to get a better overview, including the full text of the



be used in the airport. Both rolled seniors and the casual beginner can enjoy Great Canada if it is somewhere bridges. The gap between a full blown pros and a complete novice is set up in minutes. The thirty six photographs taken with the cameras perfectly match. Fig. off what it sure to be another excellent film-making.

## MEGA TWINS

Work supported with mid-career funding from U.S. Navy.

**THE GAME PLAN:** Bowling more than is a passing resemblance to Sega's Super Wonderboy. *Allegia Fencer* is a game-type platform shiner converted from the little-known Japanese root of the game. The scenario tells of a huge monster who has attacked the peaceful land of Aerie and wiped out its inhabitants. Only two people survived - the King's sons, Pip and Lipo - and armed with swords and whips

...telling them along the way. All this action leads on to con-

**FLY-POINTS:** As with *Am. Phalarope*, *Chrys. and. n. n.* is a very close relative.



Overall, the two stages of virtually identical, though slightly more varied, muscle recruitment and perfectly mirrored kinematics. In addition, the two sets of movements were performed smoothly and continuously, being highly coordinated and well-timed to the music.

[illegible]







# GENIUS DIGITIZING TABLET



**£129.<sup>99</sup>**

COMPLETE

FOR THE

**AMIGA**

**ADD A  
PROFESSIONAL  
TOUCH  
TO YOUR  
DRAWING / CAD WORK**

- ❑ With the Amiga Genius graphics tablet you can streamline the operation of most graphics or CAD programs
- ❑ The Genius graphics tablet utilizes latest technology to offer up to 1000 dpi resolution at the tip of a stylus
- ❑ Complete 9" x 6" digitizing area gives superb accuracy, stylus continues to enable text, shortcuts and easy control
- ❑ Works by 'mouse emulation' so the Genius will work with most packages where mouse input is the usual method - Deluxe Paint, Hyphon Paint-CAD packages etc etc
- ❑ Supplied with template for Deluxe Paint
- ❑ Full copy to follow instructions
- ❑ This is the input method used on professional systems - now you can add a new dimension to graphics/CAD
- ❑ Fast input of drawing by 'tracing' is made easy - plus 'absolute reference' means you can move around the screen many times faster than by a mouse
- ❑ The Genius fits in the serial port of your Amiga 500/1000/2000 and 'go-invis' with mouse
- ❑ Unlike a mouse the Tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face
- ❑ A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input - When you are not using the Tablet you have normal mouse control
- ❑ Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit plus Driver Program - no more to buy!

**D'ATEL**  
Electronics

**HOW TO GET YOUR ORDER FAST!**  
TELEPHONE (24hrs) **0782 744767** CREDIT CARD ORDERS

ORDER NORMAL LEAD TIME 2 WEEKS. DELIVERY BY AIR. ALL ORDERS SUBJECT TO CREDIT RISK. PAYMENT BY CREDIT CARD.

**D'ATEL ELECTRONICS LTD.**

GOYAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKES-ON-TRENT, ST4 3PL, ENGLAND  
FAX 0782 744202 TECHNICAL/CUSTOMER SERVICE 0782 744204



# the GODFATHER

The Corleone clan are set to bring their own style of extreme violence on to the Amiga courtesy of that mob at U.S. Gold. Steve 'Pizza-face' Merrett joined their ranks, armed with his violin case...



through Mobdom until he attains the ultimate accolade of 'Don'. The films are rich in characterisation and the plots are woven with dealing and double-crossing, and this unusual movie depicts when U.S. Gold announced they had the rights to recreate the Corleone clan's life and times on computer.

## FAMILY BUSINESS

After submitting a sixty-page opus of how they envisaged the game... Creative Materials were given the contract, with long-time Creative

Materials programmer, Richard Apple, leading the coding and AtariSoft's graphics artist, Pete Lyon, supplying the lavish backdrops and sprites. The game is a six-stage shoot 'em up, which is set on the gritty streets of New York, with the player assuming the role of Michael's character, Michael Corleone. Starting in the 40s, the game is split into two distinct styles, with the main action played over a series of multi-directional scrolling street stages, and a series of Operation Wolf-style single-screen shoot-outs, all of which tie in with key sequences from the films. In addition, as each section draws to a close, the game follows Michael's rise through the following years as he attempts to secure the Don's seat for himself. CD Romage spoke to Development manager, Nick Vincent, about their massive task.

## REAL POWER...

Not every film can be called a true classic. Most of The Godfather are regarded as classics of the latter genre, whilst The Godfather Part I and Mary Poppins are regarded as, highly by musical fans. However, in the bustling world of 'Mobi' films, not to mention movies overall, Francis Ford Coppola's Godfather trilogy reigns supreme. Tracing the fortunes of the Corleone family, and boasting a veritable 'Who's Who in Hollywood' far its cast, the films follow the Italian immigrants as they rise to power and gradually work their way to the top of the Mobdom 'family'. Starting in the 1940s with Al Pacino taking centre stage as one of the new wave of mobsters, the films follow Pacino's character's steady rise

towards the top of the Mafia hierarchy and empire. The game is a six-stage shoot 'em up, which is set on the gritty streets of New York, with the player assuming the role of Michael's character, Michael Corleone. Starting in the 40s, the game is split into two distinct styles, with the main action played over a series of multi-directional scrolling street stages, and a series of Operation Wolf-style single-screen shoot-outs, all of which tie in with key sequences from the films. In addition, as each section draws to a close, the game follows Michael's rise through the following years as he attempts to secure the Don's seat for himself. CD Romage spoke to Development manager, Nick Vincent, about their massive task.



Q: It's a pretty sweet job, isn't it? Did you grow up with watching the three films? (To me, yes)

A: Well, the game has repeatedly based on my favourite part of the films, so it's hard to think of a series of solid questions to cover the franchise. Instead, we've compiled a series of pertinent images of the key scenes we wanted to use. To get around it, we just used various images at each of the films, such as the backdrops of the 40s, followed by further action scenes of the 50s and 60s.

Q: How did the game's look look when it was first?

A: We wanted to make the Amiga version look as good as possible, so the decision to use the 3D colour mode was made very early on. However, even with all these colours in our disposal, we didn't want to make the graphics 'pretty' by over using lots of varied colours. So most of the scenes were used for shading and textures. With 44 sprites and the surrounding textures.

Q: Could you tell us the look of the first and best of the game ever?

A: Yes, we wanted the graphical style around it, being decided at the start of the project, we wanted it to look like any we wanted the graphics to remain fairly consistent throughout, starting at the gritty look of New York's various changing look into the more progressive through the 50s and 60s.

Q: Some of the things I've heard are quite similar to the other games, Amiga, for instance, is there a reason for that?

A: No, not really. I haven't seen any of the other games, but I've heard that they've approached us to



# ATHER



brought a huge portfolio of original sketches and paintings with him. As well as conceptual graphics for video problems, posters, the top 10 and feature books, and it was these that appeared in our '96 winter art magazine right, and Pat's was perfect for this. It was really nice visually, as the only instruction we gave him was the CD episode, and he figured it out. He's brilliant (steeped background and ideas).

**Q** All the little houses built in the background, looking off the bridge from and over the river, are... is it particularly interesting artwork?

**A** Yes, very. We're not really working towards the lower space feature modified, and we want to get the most out of the expanded Artful and the PC. We can't afford to be compromised by a machine's lack of power, and although it will be an unimpaired machine, the 3D/2D interface will be greatly expanded (which is good).

**Q** Apparently there's even a 3D's board game up with a bunch of characters appearing between the player and the screen, and the 3D's board game is... is it a particularly interesting artwork?

**A** Yes, it's a really nice idea and we don't look

that it will be that hard to implement. Surprisingly easy, in fact. The biggest problem we're having is the game's size, and how many times it is so small that it's not that big. I don't mind it if it's a challenge to see, and the chance to see it will. It won't require a lot of tweaking, though, as we intend to use our 3D/2D light code to ensure that the most screen is loaded in when we're playing.

**Q** After a day of work, how do you feel?

**A** We're tired in our sleep in December. But the real work starts in January. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.

**Q** So what's your opinion on the 3D/2D interface?

**A** The 3D/2D interface is being written on an A2000 with 3D/2D and a hard drive at the end of the 3D/2D interface. And Pat's in the middle of the 3D/2D interface, which is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.

**Q** After everything 3D/2D? Are 3D/2D and 3D/2D? I got that last bit in a very brief time, but I'm not sure.

**A** It's a 3D/2D interface, which is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.

of the 3D/2D interface, which is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.



of the 3D/2D interface, which is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.

## DADDY FACTS

- 1. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 2. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 3. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 4. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 5. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 6. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 7. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 8. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 9. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.
- 10. The 3D/2D interface is the 3D/2D interface. I'll be around the time we contacted Pat and Richard again for the graphics and coding duties.













Once again,  
another software  
house is predicting  
what we'll be  
watching and  
playing in the  
future. Steve 'Up,  
Up And Awayyyy!'  
Merrett plays  
Core's whole new  
ball game.



# RETRO

**UP, UP** To beat the marks of  
relatively older future fans currently playing  
on the Amiga, there is only one way to  
go — up! And, deliberately leaving  
behind the rough and tumble worlds of  
Speedball and Prophecy, Atari takes to  
the skies. Violence seems to be an  
everyday occurrence in the busy world  
of futurports, and often this gives way  
to the skills also supposed to be associ-  
ated with them. *Atari* though, aims to  
rectify this.

Played within a speeding metallic  
arena, and watched by thousands of  
sight-shedders, *Atari* is a fast-paced  
baseball variant with the player's get-  
ting around using massive globes.  
However, it hasn't always been that

way. Responsible for the game's design  
and coding is Steve Norwalk, and his  
original idea was to create a football  
game made up entirely of polygons.  
However, as he struggled to create a  
playable game using this idea, Core's  
Cooperation came along and its com-  
mission of polygons, and fast moving  
sprites prompted Steve to drop the  
whole polygon idea, and follow  
Cooperation's lead by using sprites for  
the central characters. Additionally a  
small scrolling patch was produced and  
the futurport scenario was woven into  
the fabric of the game.



Crucial, such as a rough idea of the pitch, is  
shown at the bottom of the play area as a series  
of LEDs, and can be used for faster play and  
more efficient pointing of the ball.

## THE SPORT OF THINGS

Futurports provide excellent computer game material as they allow the creators to  
implement their own ideas and often create new sports. Their roots lie with Uff's  
(unofficial) *Atari*ball game which blew D4A owners away when it was released in  
1983, and have subsequently expanded into every conceivable sports context. Like

*Ultimate* joined the fray with *Cyberzone*, an odd later release calling game(s), but  
most of the games are ball and contact sports. Of these, *Speedball* is by far the most  
famous, but *Speedball II* appeared late last year and is currently ranked as number

one — until the next one appears, that is!



The LEDs are shown individually and plotted  
into the screen to form the left-up-to-right, in  
addition, these are useful for targeting purposes  
and registering into the necessary details.





Steve's coding system updates the sprites faster than redrawing them, and their individual turns will have to be added.



Michael is added to the play, with the screen bound over for both game details and advertising - including his old video station.



The play area scrolls quickly, and the speed is kept by limiting each player to a specific area of the screen.



The Qyn section in the play is setting a lead for a particularly tough match. From the screen, individual players can have their all upgraded and improved, including extra goals. Additionally, each player's fitness can be tested and improved, creating a more rounded and efficient team - hopefully.



The game's graphics are brought together using GCP's Jet Studio, before being passed over to the Amiga. However, to ensure that the game isn't a straight port, the Qyn is going to be tested for a smoother game.



**Steve's coding system** Steve's coding system makes the game seem like an unofficial license of 2000AD's *Warrior* series. However, although Steve is an avid reader of *Warrior's* magazine, he claims that he started reading it after the *Warrior* editorials. He claims to be a close and that any similarities are purely coincidental. Instead, the idea came from the technical limitations. Brought up by having so many players on the pitch at once. The joystick idea was born to keep the game fast by limiting the number of sprites on screen, and this speed was kept by dividing the pitch into a number of areas, with players unable to leave their stations or attacking 'zone'. However, another player also inhabits this zone, and this ensures that rapid and accurate passing is the aim of the game - not to mention slowing the ball into the opponent's goal.

**Steve's graphics** The pitch scrolls in all directions in a manner similar to that of *Millennium Soccerball* and the players are shown in their respective areas, playing for goals. The main problem comes up by this system was keeping the update of the players smooth, but Steve remedied this problem by writing a specific sprite-handling utility. Simon Phipps, Steve's personal graphic artist, is creating the surround



This entire touch is your team, each of which presents different skills and abilities. In addition, by making the most of these skills, my team points can be boosted up by the Qyn section.

players and, as well as creating their unique look, he must also draw them from all possible angles. However, to save unnecessary and memory intensive redrawing of each sprite as they get smaller, Steve's system does a subliminally and smoother than redrawing would allow.

The game has suffered from a few drawbacks during its development, but it has most evolved into the game. Steve wants it to be in addition to allow the player to improve their many stats. A gym section has been added where extra kit and utilities can be bought with the collected prize money. Expect it to arrive next month when we take Retro for a test fight.



# Nebulus 2

## Pogo a gogo

AVAILABLE ON  
ATARI ST  
AND  
COMMODORE  
AMIGA



Pogo returns in his  
adventure through Nür,  
a land of sea & towers



£25.99



21ST CENTURY  
ENTERTAINMENT

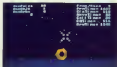


21ST CENTURY ENTERTAINMENT LTD. 21ST CENTURY ENTERTAINMENT LTD. 21ST CENTURY ENTERTAINMENT LTD.  
21ST CENTURY ENTERTAINMENT LTD. 21ST CENTURY ENTERTAINMENT LTD. 21ST CENTURY ENTERTAINMENT LTD.



# EYE OF THE STORM

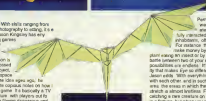
Imagine a world where people will pay to view violence or new sights. Steve 'Don't Touch That Dial' Merrett tuned in for Empire's unusual 3D epic.



As the outer reaches of the Patrons' sphere is reached, the storms get increasingly violent

**INTERVIEW** With skills ranging from professional photography to editing, it's a wonder that Jason Kingsley has any time for writing games. However, after completing *Murderbot* U.S. (also Jason is currently engrossed in his latest project, a massive 3D space opera), I find the idea ages ago, he says, and wrote copious notes on how I envisaged the game. It's basically a TV show of the future, with players out to earn money by firing dangerous and unusual lights and the like. With films and games, such as *The Running Man* and *Street Fighter*, using this depressing vision of how TV will progress, is that an idea close to Jason's heart? 'Yes I mean in Japan, some of the game shows are just so stupid, not to mention dangerous, and they take events further and further. I've actually someone's going right past on based on that I came up with the storyline.'

**PREVIEW** Set in the made-for-TV vision future, *Eye Of The Storm* centres around an area of the galaxy where there are no laws and no rules. This area is governed by a race of creatures known only as the Patrons, and it also provides the galaxy's best viewing. As one of four teams, the player is set the task of firing whatever natural or man-made weapons he or she can locate, and these will be beamed back for the viewing public to enjoy. 'My basic idea for the game,' continues Jason, 'was for the player's computer monitor to be their viewpoint on the universe and their keyboard as the interface. With only a



Patron. 'We wanted to create a world that was a world that

fully interacted with its inhabitants, others. *Alasair*. For instance, the player can make money by firing a plant using an insect or by recording a battle (between two of your units) - the possibilities are endless. It's this flexibility that makes *Eye* so different, and Jason adds, 'With everything interacting with each other, and in such a large play area, the areas in which the game can stretch is almost limitless. For instance, catching a new creature on fire will take it a fortune, but when you see it again you won't make so much - unless it's doing something unusual.'



Jason begins by making rough sketches of the ideas, before drawing and animating them.



HUD on screen, and a range of weaponry and devices, the player guides their ship through the murky depths of space in search of good telly.

**TECH TALK** In the shape of the coding and the creation of the 3D world is no doubt a significant part of the game.

**TECH TALK** *Eye* is being written on a PC running Microsoft's Master-5 Assembly, with Jason creating the weird and wonderful polygon inhabitants using a Beta test version of Q Paint IV, and *Alasair* incorporating them into the code. At a billion, a million Jason, it's come up with an idea and he'll not let it go and say it's not possible. 'I'll come back after a while, and I'll be behind half a day, say to the Q&A and I'll be writing perfectly. The only problem the duo have had is with the most present machinery limitations. In addition, optimising the speed of the machine so it can handle the many polygon shapes is proving a little tricky, but *Alasair* is confident that it will run between eight or ten frames per second. Quite how the final version of this futuristic game will play will be revealed in November, so please for something a little bit of the ordinary. I like my games to be a little different, and Jason, and this is my particular favourite of all my projects.'





# LOTUS ESPRIT TURBO CHALLENGE

**Gremlin's Lotus is the fastest road racer to have graced the Amiga, but now they are set to revamp the game to make it even faster. Steve 'Pedal To The Metal' Merrett went along for the ride...**

**UPDATE** Already regarded as the supreme Amiga race game, just how are Magneto Fields going to improve on Lotus Turbo Challenge? The main idea was to add the ideas we and people who played the original wanted to see often: Lotus coodin and Magneto Fields big crashes, Shaun Southern: 'Also I was never really happy with the first game's colour scheme as the tracks were essentially the same and didn't allow for a great deal of variation. So as a result, the tracks are now set in deserts at night in swampland you name it. I've also tried to make it feel like oil faster and made the update smoother. During the original game's development, the ever-present problem

of time and memory restrictions meant that the team couldn't get everything they wanted into it. So, making an appearance in the eagerly-awaited sequel are the aforementioned support team of weather conditions, including snow, flames and ferocious rain. And Lotus's new Elan has been added to the gameplay, and boasts slightly different handling from the Lotus Esprit.

Rejoicing in mind the success of the first game, Shaun has left the control method of the original race or less intact. However, the most significant improvement over the first game is Lotus's

one player mode. Whereas the first game left half of the screen redundant during the one-player game, the sequel makes full use of the entire screen.

However, Shaun admits that there is a fair amount of cheating going on here. 'We still aren't using the full screen', he confesses, 'and the majority of the top half is left fairly blank to ensure that the game still runs as fast as its predecessor. This short-cut still works, though, as when the car is speeding down a hill, it

gives the track the deeper perspective it needs. As he tinkered with the full-screen mode, Shaun also based







Esprit's powerful engine automatically adjusts the gears sufficiently, with a clutch that shifts away during the downshift stage and returns during the downshift stage.



In terms of performance, the Lotus Esprit is faster than the Blue Lotus in the road tests. It's up to you to decide which car is more suited for which conditions.



**LOTUS PRAY...** The Lotus Esprit sports a sleek design, with style and grace, features which Lotus has been famed for since their inception in 1948.

The Lotus Esprit is powered by a 2.0 litre turbo-charged engine at the 18-valve, turbo 2.0 litre Lotus engine, producing a fuel but economical drive.

Transmission is a 5-speed gearbox, with a sophisticated electronic and hydraulically-operated clutch.

Chassis is also superb, with independent front and rear suspension, with independent wheel drive for right rear.

Suspension: Front and rear, combining torsion-bar shock absorbers, coil springs, and a variety of other parts, including upper and lower ball joints and steering knuckle.

Standard Equipment: 4 'Speaker' speakers, remote control, electric windows, central locking, heated rear window, leather and wood upholstery.



# CHALLENGE II

himself with the game's sprite detection. Basically, I've just taken everything up the spire, if the player crashes into a roadside object, they no longer get stuck but are bounced back on to the track. I've just concentrated on making it more user-friendly, really.

**TECHNICAL** Surprisingly, the Lotus is built mostly of just Shuen and his long-term partner, Andrew Morris, who is responsible for the graphics. Shuen uses an A2000 with 3MB RAM and a hard disk for the coding, so the system allows him to switch between his assembler and the running game. Meanwhile,

Andrew creates the game's many cars and backdrops using that old favourite CPaint II. As well as drawing all the legs, fallen trees and tunnels that line the route, each car is made up of seven teen frames to ensure that they are updated smoothly. In addition, later stages also contain foggy backdrops with the surrounding trees smoothed in a greyish tint. Was this act of thing hard to get up and running? Not really, there's a lot of work involved in drawing each sprite individually and colouring them, but it is basically just a matter of changing each object's colour as it draws closer. Even so, the particular effect, combined with the penultimate used to depict the falling of the snow and clouds, is particularly impressive.

**QUESTIONS** As in the original, each of the objects is a race against time with the player battling against the elements, and a

series of computer-controlled cars to reach the end of the leg. However, adding to the variety are a series of new options, including a multi-player link via the Amiga's serial port and bonuses such as turbo, which can be collected and added to the player's car. Work is now 80% complete with Shuen and Andrew currently putting the last touches to the game. Shuen himself is handling the game's sound, which is individual to each stage with objects whizzing in the desert and thunderclaps during the rain-lashed scenes.

So where does he go from here? 'I'm getting a little tired of driving games,' he admits, and it'll be to try his hand at something else. It just depends on what's coming along. There's a possibility of a Lotus Construction Kit sometime in the future, and there could well be a Lotus II. I wanted to have the road splitting into two lanes and branching off in this sequel but it wasn't feasible, so that's a possible idea for any follow-up.'

Real weather conditions add to the overall atmosphere.





# 'STATE OF THE ART' 16 BIT TECHNOLOGY

The mystery/role-playing adventure, combining History and Classic science fiction, based on the world famous role-playing game by Game Designer's Workshop.

Space 1889: Discover a recreated solar system as envisioned by the scientific theories of the 19th Century and as the imaginations of such classic writers as Jules Verne, H. Conan Doyle and H.G. Wells. Written by the same team as the critically acclaimed 'MEGATRAVELLER 1'.

## INTERPLANETARY EXPLORATION

Visit the canals of Mars, conflict with warring Martians, explore treacherous oceans on Venus, travel through the mysterious underground caverns of the Moon... Every inch is ripe for exploration and rife with intrigue.

Planets and stars are accurately represented in Space. Actually navigate by the constellations themselves!

## EXPLORE

Overcome corrupt German conspirators, a radical Martian religious cult and the awesome intelligence of an advanced alien society that has escaped notice for thousands of years.



## WEAPONS

Historic 19th Century weapons include 80 guns, 4 throwing weapons and 9 close combat weapons. Ranging from built-action rifles and single barrel revolvers to swords and daggers.

## PERSONIFY

Create five characters, male or female, determining an attribute and 14 skills, including Intellect, Grace, Strength and Endurance. Control character development through a wide variety of careers.

## HISTORICAL ADVENTURE

Over 100 locations to explore on Earth alone - all depicted with historical accuracy and fascinating detail including London, New York, San Francisco, the Far East and the Valley of the Kings.

## TRAVEL

Realistic combat sequences let you control each character individually, while still giving general orders to the others.

## VERSATILITY

Meet and interact with over 100 unique characters, each with distinct personalities.



# MEGATRAVELLER 1

Based on Megatraveller by Game Designer's Workshop, the most popular science fiction gaming system and now the critic's choice as the Number One Computer Game!

## AMIGA COMPUTED

Intriguing balanced realism complements playability - Megatraveller 1's gameplay is a masterpiece. "The best RPG/Adventure game of the year!"

## ON AMIGA

A fantastic RPG with loads of puzzles.

## ENIGMA FORMAY

Team 1 think of any role playing game which has the depth and richness of what is going on.

## REVIEWERS

The game is finely, unapologetically "big"

## NEW

A quantum leap for us all! RPG's.

## AMIGA COMPUTED

"A sample of intelligent game design."

## THE ONE

No other computerized RPG comes as close to being an accurate conversion as Megatraveller 1.

## NEW 4

Megatraveller 1 is THE Game of Today.

## ENIGMA FORMAY

"In every depth, breadth and helpful controls, great atmosphere, excellent balance of strategy and action. A wonderful piece of role playing software that everyone should play."



AVAILABLE ON

IBM PC & COMPATIBLES AND ATARI ST

STRATEGY



# SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

**SOUND** Four channel sampled stereo over a 2.8MHz custom sound processor. The higher the rating the higher you rate the volume.

**GRAPHICS** Not just overall picture, but animation, style, design and the way the visuals fit in. So a classic 16-bit is the preferred game in the world to score high here.

**PLAYABILITY** This rating tells you who knew what they're getting into a game, and once you start playing whether it's addictive or unimproving.

**LASTABILITY** Speaks for itself. The higher the rating the longer you'll be looking at us. Not in exactly with the playability rating.

**OVERALL** The most important of the lot. And here's CUNTA rough guide to ratings:

5- 20%	Mass (the whole)
20-30%	(More) good
30-40%	Below par
40-50%	Worth checking
50-60%	and if you're a fan of the game style
60-80%	Average average
	but with a lot of room for improvement
70-84%	Good but flawed
80-90%	Recommendation
90%+	Superb (that's our highest rating) Must not be missed

## AMIGA SPEC

Worked for this edition is our editors. The Amiga is the best home computer that money can buy. And if you really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Back and many Amiga sites will be followed by the review. Some of the ratings are subjective — eg number of colours (colours limits etc) others such as an example, most of the working speed) are based upon the considered opinion of the C2 Amiga team. All such subjective ratings are marked out of five.

## AMIGA SPEC

MEMORY REQUIRED	400K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	86
DIFFICULTY LEVEL	6
HOURS TO COMPLETE	87
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
MUSICAL SYNTHESISED	
SOUND - CD-ROM SAMPLES	



Many these percent and a game's worth a superior. We rarely these three around — but the game division fully consider quality, it just might be a little choice.



The C2 Amiga line is top games rating 80%-90%. It's better than it's awarded than you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



GEARS OF WAR, page 18



FINAL FIGHT, page 87



MEGA MAN, page 52



THE SIMPSONS, page 77





**H**ow can you create an original game these days? The answer, according to designer Steve Ing and Holger Gies, is to take out the best bits of previously successful titles and incorporate them into a new experience. Using the urban simulation concept of *SimCity*, they've added a *Populous*-inspired 3D view of the proceedings, jettisoned elements of wargaming and testing, and set the whole thing in space. *Utopia* is the result—in different every sense of the word.

As commander of a new space colony, you have complete control over the people and resources of a distant

planet. Build a laboratory here, start a mine there, trade your goods with other worlds, arrange sports events, and so on. Don't get too confident, though. Do a bad job and you could get assassinated by the disgruntled colonists. That's if they haven't all been wiped out by a virus, food shortage or outright war.

There is always something that requires your attention in *Utopia*. The art of the game is balancing all the factors. It only takes one aspect to get out of control and things seriously start to go wrong. Thus, you must keep an eye on the "Quality of Life" percentage rising which gives you an

indication of how you're managing the colony. Disasters can also occur, like viruses and collapsing time-shells, so warning messages and flashing icons keep you informed of the latest danger.

Your colony begins with about one hundred colonists, in a building and an average amount of plots. The world of *Utopia* is controlled through a selection of icons and spreadsheet screens where you tiddle the financial and personnel figures. These may seem daunting at first, but they're extremely easy to master and manipulate via the mouse. Your priority is made up of a variety of buildings, each one providing a

specific service or product. The Chemical Plant, for instance, extracts fuel from the ground while hydroponics produces food. *Utopia* isn't simply a matter of selecting the appropriate building and site, then waiting for the colonists to start their stuff on the scaffolding. Building is just a part of the whole picture—you'll also have to manage taxes, control birth rates, prevent

overpopulation and generally indulge in micromanaging. Unfortunately, the whole body is not to help you direct the course of the perfect place to live. The inclusion of an approved plan force at which *Utopia* fundamentally



# UTOPIA

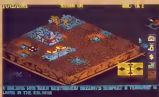


# SCREEN SCENE



## ARTISTIC AWARENESS

Creating *Star Wars* is labor-intensive, and the responsibility of Bard is long. How great his designer at Eonville who strongly feels artists don't get the recognition they deserve. The post credits include: Bruce Tapscott, Editor and Director of the Board on the Republic as well as the PC Engine edition of *Star Wars*. It took Bard roughly six weeks to produce all *Star Wars* graphics. It's hard to estimate the time actually because he was simultaneously working on a multitude of titles. There were no specific influences in *Star Wars*' look. It just came straight out of his head. Perhaps the most difficult part of the job was mapping the desert on the smaller planets. Many of the buildings are only about twenty pixels high, so there was no room for all the computer people. Bard is particularly proud of the background. So what's the best thing about being a pixel perfectionist? Seeing my pictures come to life. In fact, *Star Wars* was the first time Bard used an Apple II computer. *Star Wars* Part II, with its rich new sound capabilities, he wants to make a Super NES console game in the near future.



down control as the player's action yards are shaping up nicely. Although the use of *Star Wars* is built a perfect environment, you can guide the game to whatever way you choose. If you decide to abandon the army and walk the yellow, the enemy might find you a bit of an open target and plunder your stores.



differs from *Star Wars* and more recently *Blade Runner*. It's all very well and good, but your very own *Star Wars* with long sports balls and forest.

but what happens when an enemy assault force suddenly pop-up and knock your army? Further employment is pretty unlikely, unless you've

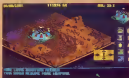
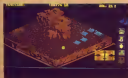
drawn-out war?

As you can probably tell, life as a colony commander gets complicated. Well, fast. Hospital system can be gained from a group of experts including a civil engineer, general consultant and physician. The latter reports on such things as population density, crime rate and morale of the colonists.

The real beauty of *Utopia*,

### JUST CAN'T GET ENOUGH?

I think *Star Wars* has got a lot more to offer than either *Star Wars* or *Populous*, confirms co-creator Thomas Bay. 'I wish people don't write it off simply by looking at the screenshots and saying "Populous in space". *Star Wars* was a good game but we thought you needed something to reveal aspects. *Star Wars* is full of what? I expect to see on the cards. I like my games to get bigger every time.'





# UTOPIA

and what really strikes you about the whole affair, is the open-ended nature of the gameplay. Players can take it where they want without being restricted to a set of preprogrammed goals. The only limit in this game is your imagination. There are no strict rules to follow when nobody actually wins. You simply select a path to play and the simulation then reacts to your decisions. You're free to bundle down a military route or be a friendly colony commander. A total priest would be blown to bits by the aliens of course, but you could go for a defensive stance instead of creating a huge army. Get the idea? The basic game comes with ten different scenarios, complete with specific alien modes of attack and terrain. Grenlin is already planning an add-on disk with more extraterrestrial challenges to conquer but co-developer Gamespace refuses to reveal anything about them at this stage.

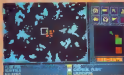
Muzak has something for everyone. Even if you normally stick to smooth jazz or top-on-bass adventures, go grab yourself a game. You'll be hooked in minutes and absorbed for months. Who needs ingenuity with software this good? Not me. That's for sure.

Edie Heyman



**IT ALL BEGINS** as you take control of a small colony of aliens on a remote planet.

Before getting involved in a lot of things, you've got to build the people available to work on them. You've got to progress the essentials first. Construct lots of living quarters, increase food production and set a high birth rate by building a hospital. Then start investing in some scientific research and defense technology. Right for the inevitable alien attack, learn their tech tricks, send in armies, find their city and track 'em. If all the alien's forces are destroyed, the quality of the colony will shoot up by 25%.

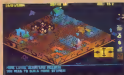


This will prove to be one of the most detailed information screens during the course of playing the game. Here you discover details of one unit and witness the first contact with an alien force.

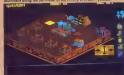
## MULTIDIMENSIONAL MUZAK

Like any Commander's Instant Sound Feedback, a specially composed soundtrack is played when you play the game. Background guitars are layered in a deep, heavy tone while brass melodic riffs add a slow depressing depth mood. Heavy Lead-in Images produced both the music and sound effects.

## SCREEN SCENE



Everywhere, touch is a devastating and the command center and a few living quarters. You should have built more basic units and establish locations along the perimeter of the colony to protect yourself.



The scanning device can be used in progress. Muzak is controlled through the use of a sound-scanned pattern and a few key items. It will take you about fifteen minutes to get a handle on things.



Cost, time and function display when buildings should be constructed first. They'll cause you out of order, indicating if you really get involved building programs straight away.

## GRENLIN \$29.99

The best game Grenlin has ever released.

GRAPHICS	88%
SOUND	80%
LASTABILITY	96%
PLAYABILITY	95%

**OVERALL 94%**



# The Godfather™

**WE'RE GOING TO MAKE YOU AN  
OFFER YOU CAN'T REFUSE!**

- Superb colour graphics dumps.
- Select area you wish to print.
- Select size you wish to print it.

- New included a "Balance" Control for Enhancing Dark Digitized B/W or HAM Features
  - Very dimmable and precise
  - Colour saturation function. Post picture delay and Freezing will print a miniature of each picture
  - Colour separation. Red, green, blue (including HAM) Colour separation. Motion threshold adjust. Random Search, Under Colour removal, Colour Density Control, Aspect ratio Control, Balance.
  - Laid printing facility
  - Slowly printing, for A4 size or produce banners
  - Ideal for T-shirt printing. Prints a wide range of Colour and Mono pictures 4 and 20 pin.
- Including New LC200, LC200 24, Canon Swift, LC80, N80L, CR1 20 and many more. **Call 0439 92 92 92 inc VAT**

**CARE ELECTRONICS**

Sept. 2004, 10 Holland Gardens, Garretts, Bedford Hills 10512 USA  
Tel: 914-261-2000 Fax: 914-261-2001

## REFERENCE

Age Group	Total (%)	Male (%)	Female (%)	Unknown (%)
18-24	12	10	14	10
25-34	25	22	28	20
35-44	28	25	32	22
45-54	22	20	26	18
55-64	15	12	18	10
65+	8	5	12	5

Normal Ink (Fluores) available in Gold, Silver, Magenta, Orange, Purple, Brown, Green, Blue and Red for a wide range of uses.

[illegible]

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 101–108

Downloaded from ascelibrary.org by University of California, San Diego on 06/01/15. Copyright ASCE, For All Rights Reserved, No part of this document may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage or retrieval system, without permission in writing from ASCE.

PRICES INCLUDE VAT AND CARRIAGE









# ROBIN HOOD

**O**ld legends and myths never die. They run deep within the collective subconscious, subtly changing as each successive generation rediscovered and reinterprets them, adapting the tales to their own needs and desires. Eventually the facts behind the fables — if there ever were any — is the last place to have become obscured or lost.

Right now one of England's most famous legends is fast property again. Having two major movies based on Robin and his Merry Men released this summer has done nothing to harm his popularity. Huh? for Hollywood?

Even some members of the environmental movement have claimed Robin as their own, suggesting his origins may be found in the ancient woodland spots commonly known as the Green Man. And what colour does your more street credibility today?

Software houses have never been known for their reluctance to cash in on a good license or the publicity generated in some other entertainment field. And Robin Hood is a gift. Imagine,

all that free publicity and there's no copyright problems.

Millennium hasn't been able to wait. Their game was originally going to be a full Westcoast Populous-style

strategy game. Its cowboy gear has been swapped for green flags, guns for bows and arrows, castles for oak trees, and Wild West towns for medieval English villages. One mythical environment changed into another, in fact.

The game is set, as tradition dictates, in and around Sherwood Forest in Nottinghamshire. Earl Robin of Locksley is the rightful owner of the forest crown of Nottingham. Life for the nobleman is good.

But then disaster strikes. Earl Robin is dispossessed of his home by the new Sheriff of Nottingham, outlawed and condemned to die for a common criminal.

Life for the peasants is also not so good. Cropping taxes and brutal punishment meted out by the Norman overlords makes life a misery. Poverty, hunger and disease are the constant companions of the poor. And so the epic game

## ROBIN HOOD: MAN AND MYTH

- ▶ Many of Robin Hood's adventures are based on legends and poems from the 13th century.
- ▶ The earliest known reference to Robin Hood is in 1276 Langland's *Piers Plowman*.
- ▶ *Mad Max* and *Star Trek* were inspired by the durable Robin Hood mythos after their travels the end of the 1960s.
- ▶ The belief that Robin Hood was hiding the edges of Sherwood in Eastwood gained some credence in the early 1980s. Eastwood spent several months in a village called Eastwood, which was in existence — but lacked the famous Sherwood forest until 1275.
- ▶ Five centuries of Robin's existence in the popular mind happen until the late 19th century.
- ▶ Tradition says Robin Hood lived in Sherwood Forest in Nottinghamshire — the site used as the setting for the game.



Below and above: Views of Sherwood and a map of the game world.





SCREEN  
SCENE

# ROBIN HOOD

2- opens up with Robin wandering, exploring and surviving, dedicated to regaining his rightful inheritance and destroying the Sheriff of Nottingham.

The game play area is presented in isometric three-dimensional style.

Mooseware, communication, active and interaction is all over-partitioned. There are clearly displayed down the left side of the screen.

At the outset of the games you have icons for bow and arrow, sword, axe, which controls the screen, heart, for fast—but energy-sapping—movement, shield, for defense, mouth, an open hand for giving objects, a closed hand for taking objects, and movement arrows. The staff makes Robin's popularity with the people.

Robotic forest credibly using—has to begin with—is essentially the key to the game. On this one, I've been out change of obtaining the

Resisting capture by the sheriff's posse, he must recruit his Merry Band of men and gain the support of the townsfolk.

Essentially, Rodin does this by taking leave the role, going to the past and present by using these characters. But this is my fault, for which I apologize. Rodin would interpret with other characters.

Many of the familiar characters from the *Robbie Hood* cycle are present — Little John, Prince Thak and, of course, Maid Marian (right). Cost Marian is full of love with you.

Many of the procedures are very traditional. For instance, Robin meets Little John while attempting to pass him. Neither will give way. A fight ensues which Robin loses, but in losing the contest he wins a friend.

The wheels of the game have three real-time saga list leaders, literature director and the designer of the game system. The characters are going about their business all the time. It's a complete real-time adventure.



**Notes:** (Caucasian) (light or King  
 (Horse) (in British blood), (Prince of  
 (Throne, and (silver) (hand in foot)  
 (Horse) (as the more attractive than  
 (a) (Horse)



Escorted from his tower, Rodion  
viewed his captives. And first he noted  
girls captured among the  
saw-toothed mountains.



The system checks all the time to see they are doing something useful.<sup>1</sup>

Unlike the devices that a character encountered in the game in Pacifica, it always feels best to try talking to them. They may have useful information and, perhaps more importantly, some will give you new items, such as a horn for summoning the ivory lion, a disguise, a key (which allows you the whole of the game environment and the whereabouts of everyone). It also pays to keep communicating with other players.

Take that, Microsoft!  
control Content in  
action (above).  
Microsoft, Take  
right) then without  
reversing the  
switched



It is important that justice be done properly. It's not good killing and robbing the rich and poor alike and keeping us all the poor.

Position the dot and giving the guideline back to the parent, while still maintaining a firm, steady hold to your own belief. I would like you all

It's a huge game, attractive to the eye and ear and immensely playable. *Fluward*—Joseph's music and sound effects enhance the medieval atmosphere.



These small birds nest in hollowed branches.

One thing is certain. Long after P&S joins countless forgotten in history and Kevin Costner is a faded movie star, the legend of Robin Hood will still be around, the myth as powerful as ever.

**Paul Kucan**

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

**Flip-switch transmits information that's a lifeline**

GRAPHICS	830
SOUND	840
LASTABILITY	850
PLAUSIBILITY	860

ENTRADA 005



# ...COMING SOON!

## ALIEN STORM

### SEGA

ARCADE HITS  
MARKETED BY

**U.S. GOLD**

ALIEN STORM is a new arcade game from U.S. Gold, Inc. It is a fast-paced, action-packed shooter game. The game is set in a futuristic world where you are the last of your kind. You must fight off a horde of alien invaders. The game is available on the Sega Master System and the Sega Game Gear.



## PROTON SOFTWARE

Tel: 0462 686977 24 Hour. Fax: 0462 673227

### AMIGA TOP 50

### SPECIAL OFFERS

Manchester Utd Europe	£17.99	A/B Tank Killer	£25.99
Eye of the Beholder	£25.99	Mig 25	£25.99
Crash Pook	£12.99	Hit Squad Blues	£14.99
Golden Age	£12.99	Westerland	£25.99
Lemmings	£12.99	First White	£18.99
3D Chess (Lords of)	£25.00	Cricket (Viking)	£17.99
Reis	£12.99	Centurian	£7.99
Ballistic Tycoon	£25.99	Birds Tale II	£12.99
Speedball II	£25.00	W. Champ. Wrestling (I)	£18.99
Rob (II)	£18.99	Jack Nicklaus Units Golf	£25.99
Pro Soccer (Exps. II)	£25.99	Rob II	£25.99
Mig 25	£17.99	Swishings II	£12.99
Too	£17.99	MT & Tech Adventure	£17.99
Wings (Invaders I)	£25.99	Armour Gadden	£17.99
Pro Soccer	£25.99	Pollit	£25.99
Fields of Power	£15.99	Fists Of Fury	£17.99
W. Tank Platoon	£25.99	Lotus Excess	£17.99
Get CityPopulas	£25.99	Power Up	£25.99
Pa Tennis Tour II	£17.99	Power Pack	£14.99
Secret Of Monkey Is	£17.99	Rainbow Island	£17.99
PGA Tour Golf	£17.99	High Energy	£9.99
Class Champ (I)	£15.99	Inter Word	£21.99
Sam	£17.99	Inter Sound	£21.99
Mr. Zoro	£14.99	Inter Spread	£21.99
Perfect Mobile East	£25.99		
Real Robot	£17.99		

Space Hammer  
Dr. Dores Revenge  
S.T.U.N. Runner  
World Championship Soccer  
War Head  
Gops Of War  
Blinks Scary School  
Guts Of RA  
Turbo  
Boots

£7.99 Each  
(Limited Stock)

Any 3 Games for £25.00  
(Limited Stock)

Intol. J. Khin Squash  
War Zone James Ford  
Mad Prof. Myard  
Tangram, Excel, Line of Fire  
E. Motion Shiner II  
Carnet Command, Warhead,  
Rogue Trooper Limes and  
Napoleon Badlands

PRODUCT	PRODUCT	DATE

NAME: \_\_\_\_\_  
ADDRESS: \_\_\_\_\_  
CITY: \_\_\_\_\_  
POSTCODE: \_\_\_\_\_

TELEPHONE: \_\_\_\_\_



**E**ven though it isn't as technically advanced as, say, *Adventure* or its self-titled cousin, classic Resident programmer Ronald Peckel Weisble, "In a game such as this the gameplay is all-important and if it gets messed up, then the entire game is ruined."

Keeping this in mind, it makes his conversion of the rusty, Japan coin-op even more impressive. What Ronald has done is integrate all of Resident's original features and plus points with a series of gameplay and graphical improvements.

"The original game was good, but I felt that some areas could have been refined to add the playability," Ronald continues. "For instance, the original machine allowed you to bump the creatures in mid-air and still hit them. That went for starters along with a few other quirks."

In case you aren't familiar with Resident and its many intricacies, it is the tale of two cute woodland fairies, Tam and Pili, who are on a multi-screen mission to rescue their mum from the clutches

of the bull-like Maboos.

This beaver body is obviously a BGE outlier, and has forced the fairy mother as a credit deep within his air and filled the surrounding area with mutant wildlife.

In a typically rubbish Japanese scenario, the hero set out to rescue their mum by traversing the forty-one screens (ranging between them and Maboos) — the first major enhancement to the original's gameplay.

The coin-op boasted just thirty stages as Ronald added a few more of his own invention, and the second large improvement is noticeable in the odd assortment of creatures which patrol each stage.

The layout of each screen follows a more or less identical pattern throughout the game. Each is made up of a series of platforms and ladders, and scattered on these are the aforementioned enemy sprites and idle points of interest.

"My main problem was adding artificial intelligence to the enemy sprites," says Ronald, as the coin-op characters don't leave any

This new intelligence that the enemy sprites have been blessed with becomes more and more apparent as the levels progress.

Stealing as readily but surreptitiously Corn Cobs and top-heavy Bunnies before the ranks of what appears to be sabre-toothed Colons and spitting Gherks, get in the fun, they wander all over the screen, climbing the odd ladder and falling off the edges of platforms.

Coming into contact with these mischievous wood-chombers results in the loss of one of Tam or Pili's three lives — so can be expected though, they aren't unarmed and this is where the Flare Rods come into play.

At the start of the game, a little introductory sequence sets the scene with Tam and the green Flare Rods or Shemamemo and a pair of magic boots, both of which are activated with the game using the introduction, the former used as a weapon, and the latter which effects a magic ladder that can be used repeatedly.

Whenever a rusty gets too close for comfort, pres-

# LAND OF THE LIVING DEAD



The story is set in their 'candy' dimension, with our heroes set to free their kidnapped mum. Despite the hackneyed plot, the game itself is a marvellous conversion and is even better than the coin-op.





# SCREEN SCENE



Shovel's mobile plays hard on new low-lying flora thanks to wall of level impossibilities and non-popping platforms.

ing the limitation activates the infamous Peel and Telling (the again, sends the panicked creature plummeting into the ground in a manner not dissimilar to the *Dropy* cartoons).

Three bashes are all that's needed to kill the hapless rats, and they can also be used to fend off the unwanted attentions of other creatures.

However, as mentioned, the creatures can only be bashed against solid ground to kill them. "It would be ridiculously easy, otherwise," says Ronald.

Easy, though, isn't the word I'd use to describe *Werdn*. Each level is three a-bits with dozens of fast-moving creatures, which Ronald has endowed with their own personalities and traits. There are snakes, for instance, that launch themselves at your hences, or fall just when they catch sight of them and loomingly lolling stuffish who really do have to be seen to be believed.

In addition, later levels combine a puzzle element which requires just as much

use of the old grey matter as a dash of the reflexes, and these ensure the game's lasting appeal will hold out.

The only way to complete a screen is to empty it of its scurrying occupants, but there are a number of ways to achieve this. Simply killing everything onscreen is the obvious method, but along the way a wide range of bonuses and goodies can be had. For instance, by collecting all of the flowers which brighten up the platforms, the enemy are transformed into bee-like things which, when killed, reveal the letters of the word EXTRA.

When collected, there are then dashed away in the score panel to the right of the play area until the whole word is completed and a double double-slash ends the screen appears. As with the *Werdn* classic, it's really left to its own devices for too long it mutates into an enemy cloud and starts whirling around the screen at a far greater pace.

The pattern of screen clearing is repeated until a larger 'Boss' creature appears every ten or so lev-

els. Ronald made another worthwhile addition here, as the con- up a mid-stage guardians followed a random pattern and this made play both frustrating and unrewarding.

"Although there is a tough pattern," he says, "I expanded these patterns slightly to make them easier to spot, yet I have also tried to avoid making them too easy - after all, who wants a game they can complete in an hour?"

The bosses include a variety of exciting combinations and a surprising element, and all are killed in the two-hand-sword method of hitting them until they have died. But as



The spider-like falls themselves especially until there are eight of them on screen. Only the better will tell them for good but be careful not to get caught in the tent. However, hitting a hole stone reveals a mite-like robot, once collected, attacks across the screen killing off its path.









## RODLAND

Ronald promised, each platform has a particular monster to pattern which it engulfs, and lead to their doom! It's a lot faster.

I really do find Rodland hard to fault, both as a conversion and as a stand-alone game. Not only does it use the coin-op perfectly — even down to the introductory and mid-game screens, making sound effects and the added two playability — but it also adds to it as well.

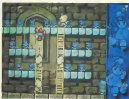
The later stages sport balloons which can be used to cross the higher levels and make weaponry, and there's not a little more, but to an already superb game.

In addition, Ronald has actually looked at the coin-op's faults and improved on them — creating a rounded, and playable conversion. It's almost too good to be true and you can't fault that value for money. If there's any justice this should fly up the software charts.

Steve Marrett



This and the last level are a perfect ladder to reach previously inaccessible areas of the game, which can be used whenever necessary.



Balloons appear at the bottom of the screen and can be used to reach the upper levels. Unfortunately though, the 44000-040 pin does not.



**THE LAND OF ROD...** Although it looks as if Rodland's play area has been restored, Ronald insists no restoration has been made.

'The original coin-op screen was 380 pixels across,' he says, 'and the Amiga version is 320 across. The only reason the coin-op looks different is because the pixels are larger. Luckily, though, I think that the extra pixels I have been afforded give the game a higher-resolution look than the coin-op.'

During the course of the conversion, did anything have to go?

'In terms of gameplay, no. Obviously, the colour palette had to be changed as each coin-op sports its own palette of only four colours, and there's no way the Amiga could handle this as they were all done within sixteen colours,' says Ronald.

So what's Ronald's next job? 'I don't know yet,' he says. 'I'd like to experiment with 3D sprites and create a good game within that game structure, but I haven't yet decided what I'm looking at next.'



Collecting all the flowers makes the machine take better-sounding in-game sounds. A full set grants 100,000 points and a extra life.



All of the coin-op's artwork modes have been incorporated including the screen's sequence where our two heroes are given their usual weaponry.

**STORM £29.99**

One of the most playable conversions around...

GRAPHICS	88%
SOUND	82%
LASTABILITY	84%
PLAYABILITY	91%

**OVERALL 87%**



# Amiga Repairs

If something's wrong with your Amiga 500 or C64, who better to turn to than The National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

The experience and expertise of our technicians ensures that your computer is repaired to a high standard at a low cost. And each repair will be carried out within 12 working days!

To schedule a repair, simply call Michelle or Julie on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £57.45 for an Amiga 500 and £67.45 for a C64. Payment can be made by cheque, postal order or credit card.

**THE  
NATIONAL  
REPAIR CENTRE**

**0733 391234**

FMG House  
Newcombe Way, Orton Southgate  
Peterborough PE2 9SF



AMIGA REPAIRS



**£57.45  
COVERS  
ANY  
REPAIRS**





Actually, you'd better get this one. Could they?

# JIMMY WHITE'S WHIRLWIND SNOOKER

**R**arely does the dream total materialize—the perfect match between big name endorsement and great game. Too many times the star's name is a subterfuge to the moth of the game itself. Frequently, disappointment is tragic with anger that you've taken notice to the hype once again. Not this time. Though Jimmy White's *Whirlwind*

*Snooker* delivers the goods in super slick style.

Personally, I would switch soccer on television even if trapped in Southport on a wet Sunday afternoon. And as hard to watching are *Davidson's Big Break* snooker game show would be admitting to a deep-seated personality defect that, with *White's* potential, just

got shot extravagantly I was gripped. And I haven't been gripped for a long time. Even those who have never managed to sit from the sidelines while the real thing is being televised, would be pleased with making the effort to play this game.

You know you're playing a chessy game, especially a sports simulation, when you

begin to play automatically, never really having to think about how to interface with the computer to get it to do what you want. Here, the game play system never tricks, whether playing against the computer or a two-play mode. You just play the shot and see what happens.

For that, Arthur Blackman



Seeing his long arm at work, the balls get loose and urge you to get a move on by clicking their tongues out at you fearfully.



## WHIRLWIND SNOOKER

- the brains behind this game, must be doing himself. He was also responsible for International Asterix II, another game where nothing held up the action. Every aspect of the simulation is user controlled. It's worth studying these carefully. Within a very short time their functions become familiar enough to be able to select, control and execute a shot rapidly. Perhaps not as fast as Jeremy White, but then who cares?

Lining up a shot is simple and very clever. You can zoom in on the cue ball, spin through 360 degrees, examine all the angles, and pull out of the three-dimensional view to get a complete bird's eye view of the whole table. If you feel to spot the best shot, it's down to you.

Another icon produces a dotted line which shows the intended direction of the cue ball, plus angle of bounce off the cushions. This can be altered giving accurate information on your next shot. A further set of icons allows you to put spin on the cue ball. Finally, it's time to check the cue and decide on the power of the shot. After that

it's just a matter of sitting back to see how good your shot was.

Without doubt this is a seriously good simulation, but not devoid of humour. If you're taking too long in setting up a shot, the snooker balls themselves get impatient and urge you to get it move on. They develop faces and hands, wags, grin, groans and stick out their tongues. And for those who want to show off their skills there are any number of trick shots with which to impress friends and perhaps yourself. That aside, this is also a good way to actually practice and improve skills.

Action, strategy and

excellent fun. Jeremy White's Whirlwind Snooker has it all. It sets new standards in simulation. Nothing is perfect, of course, but this comes close.

All White? Definitely  
Paul Doughton

**VIRGIN £34.95**

State-of-the-art big name snooker simulation...

GRAPHICS	92%
SOUND	87%
LASTABILITY	90%
PLAYABILITY	92%

**OVERALL 90%**



The opening break seen from above



Opening break. Multiple views of the game allow you to get right in the action.

## THE WHITE STUFF

Jeremy White has natural flair and a very considerable talent due to his talents as the game's author. As a teenager, Jimmy developed his skills in the gentleman's game of Snooker in South London. To earn his living, he would play any matches and win prizes from players considerably older.

One of the best features of Jimmy's game is its fast and accurate panning style. He plays left-handed and very smoothly, making a habit of making the highest break of a four-point. The outcome of the 'Whirlwind' does not go unmentioned, and perhaps was noticed up from his father, Sir John 'Whirlwind' Higgins. Like his father, Jimmy does this in the last year and has been in trouble with the authorities for making a total rack each other 'off the table' incidents. However, the behaviour of the table is impeccable and he is quick to call faults against himself, rather than pick up points that are unobserved. What a good!



Left: Are you brave enough to take on 'Whirlwind White'? Here you select your opponent and difficulty level.

Right: The dotted line allows you to see the path the cue ball will take.



Left: The table looks lovely clearly. But, surprisingly, Jimmy White won't tell what shot will produce a 147 break. Will it happen a lot?



# Wordworth

## Interior's choice

Wordworth's award-winning design and production software has been chosen by the nation's leading interior design firms as the software of choice for creating and producing interior design presentations.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

Experience the power of Wordworth's design and production software. It's the only software that can create and produce interior design presentations in a single step.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

Wordworth's design and production software is the only software that can create and produce interior design presentations in a single step. This means you can create your design presentation in Wordworth and then produce it in a single step.

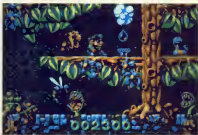


**DIGITA<sup>®</sup>**  
INTERNATIONAL

*"I'm in, that's right!"*



# MAGIC POCKETS



Jungle fever: The Kid's sleuths strip habitats down to find everything before it goes deadly

**D**on't be fooled! The Greening Kid may look cute in his checkers and baseball cap, but he's as tough as iron. And he needs to be to cope with the frantic antics in *Magic Pocket*.

On first sight, it seems this game is strictly aimed at the kids. Wrong. Is it just kids who play *Super Mario Bros*? No, the appeal is universal. As the Edman Brothers' Sean Griffin, the game's designer and programmer, says: "We've taken an extremely 'cutey' format and tried to beef it up so it will appeal to all ages."

The plot is simple: The Kid has lost his toys when he put them in his pockets. His

## BITMAPS BOO-GY ON DOWN

every time he falls, the *Kid* was a top-tier cheer, but last year, says Richard Joseph was the man responsible for sampling the original tapes and converting them to the large vertical bit maps. Richard has also composed the music and sound effects for *Mitochondria: The Adventures of Dr. John Smith*, a remake of *Dr. John Smith* in *Mythos* (Gigawatt) have been turned on other Windows 95 games. Says the team: "We've provided the sound effects for *Dr. John Smith* (2) with *Dr. John Smith* (3) taking the musical elements on *Dr. John Smith* and *Dr. John Smith*."

*Magic Pockets* was featured on ETV's Saturday morning children's show *Mitochondria* for two weeks earlier this year. Viewers played in to play a version of the game for prizes. But not since then the TV slots, changed the name of the *Mitochondria* by *Mitochondria*.

pockets, rather like Doctor Who's Tardis, are dropouts as there's more room inside than out. The toys have disappeared and the Kid has jumped through a hole in his own pockets to get them back. Erm, yes, quiet!

Inside are four crazy worlds, crammed with comical creatures and monsters who pack a devastating punch. In each world he must rescue his lost toy. Easy? You've got to be joking.

The backgrounds for the four levels are pleasingly varied. In the other section our hero must find his push bike (and his pockets were empty) and in a steamy jungle the Kid has to find a lost boxing glove. An undersea ballet is the prize in the fourth section with a space hopper to be found in the mountain's stage. In each case, finding the lost toy will help you and the Kid complete each section. In all there are thirty levels of play and hundreds of screens.

Besides completing the levels, *Magic Pockets* is really a game where you can make millions high scores.

In the game, the Kid mainly whips up a storm. Hitting the fire button sends out a stream of mini-whirlwinds to knock-out the nasties. He can also pump up the power to unleash a huge whirlwind. Besides destroying the enemy he can also use the power of the wind to leapfrogs. All the time he collects sweets, gummy bears, cups, gold and silver stars, chocolate, coins, cool shades and magic potions, and these add to his score. Of course, the

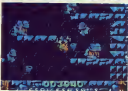
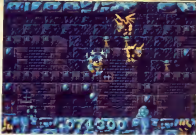


# SCREEN SCENE



**Left** The Kid is shown late in the game.

**Below** Left: Items waiting. The Kid whips up the wind but the stone-faced monster keeps this time.



nerflies also take a toll on the Kid. In fact, there's no such thing as a free lunch, with so many extra points and power-ups to be grabbed that it's hard to keep track of the score.

In the jungle levels the wilderness is changed for clouds. But he can still use them in the same way. Try whipping up a storm and letting it rain on the nasties. Acid rain, or what? Also, try watering the plants — some grow, allowing you to climb to new levels. In the late levels the cool red Kid drifts out

Harling ice cubes at the sea line and giving them the cold shoulder! Up the mountains the Kid takes on snowmen, yeti, and eagles, going by pelting them with snowballs.

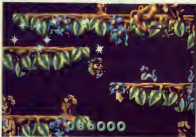
Unlike many of the current games, where you constantly battle through hordes of monsters, there's no massed encounter at the end of the level. Instead, it's strictly for laughs.

**As Dean says:** We wanted to get away from the big nasty at the end of the level. I find it boring. We wanted to have fun.

The fun includes a bike race against some stone-faced monsters in boxing trunks against a gorilla, and a treasure hunt set against the clock.

What we have here is a seemingly simple game expertly executed, complex challenging and a visual and aural delight. Above all, everything is designed to keep you playing. The music — *Deity Don't Hit Dying the De* — is brilliant.

**'Word'** As the Blurred Kid might say. A star is born.  
**Paul Doughton**



**Above:** Action alive. The kid faces a tight squeeze.

**Left:** Items go away. The Kid whips and stabs away out of trouble.

**For Left:** All you gotta do is show that the badguys' machines, take a bubble and float out of trouble.

## REMGAME £29.99

**Stylish, all action thrills and spills — don't miss it.**

GRAPHICS	87%
SOUND	85%
LASTABILITY	81%
PLAYABILITY	87%

**OVERALL 85%**



# Where you can stick it.



Viruses, disk swapping, clicking drives, disks which won't back up. Is there no end to the whinging of the Amiga user?

At Power, we want to tell you just where you can stick your disks and worries. In fact we will show you. The slot in this picture belongs to our PC8808, the first intelligent disk drive. Insert a disk.

Now you can back up at lightning speeds using the inbuilt Blitz Amiga hardware, with free software, even if the disk is Atari or PC and if your computer has a virus the PC8808 will stop it being written to the bootblock of any of your drives, though you can still save files as normal.



When you do not want these features, switch them off and the PC8808 will sit quietly, without clicking, pretending to be simply an extra drive.

The PC8808, the only drive to introduce Blitz Amiga, the power anti-click device and to combat viruses, is only available direct from Power, priced at just £65.

We have noticed how pricey unintelligent drives are. Perhaps, it's your turn to tell people where to stick it.

## £65

Only available at

**POWER COMPUTING LTD** (Dept. C1)

Unit 8 Rafter Road, Woburn Road Industrial Estate, Kempston, Bedford MK43 7PN  
Tel: 0234 841384 Fax: 0234 848234

Power Computing Ltd  
is a registered company  
in the United Kingdom  
and is a member of the  
British Computer Society.  
The company is authorised  
to supply and install  
computer systems and  
software. It is also  
authorised to supply and  
install computer systems  
and software.





# the SIMPSONS

## BART VS. THE SPACE MUTANTS



The first still captures an impressive intro which sets the pace for the alien invasion.



**A**s Caramba! Having boost the Turtles out of the frame, *Detroit* news J. Simpson and his oddball family team at last been justified! His most popular aspect has been used a legion of fans as dozens of alien enemies turn in to watch Bart's antics every week.

Instead you enter a familiar with the yellow-skinned family. Bart is the true star of the show as he uses his wit and makes his way through each episode, while avoiding punishment from his car with Marge and Homer. Sporting the tallest hairstyle ever, Marge is Bart's long-suffering mother, and at the other end of the hair scale, baby Homer works at the local nuclear plant and often comes home glowing as if he has CD at an *Electric Blue*. Meanwhile, Bart's sisters Lisa and Maggie play saxophone and divide a lot respectively.

The simplistic graphic style of Matt Groening's cartoon lends itself perfectly to

an *Angry* game, and the recently released run-up is winning scores of fans in the summer heat. However, *Cosmo* have opted to convert the *MSX* Simpsons and consequently the game isn't all it could have been.

Bart vs. *The Space Mutants* (a give it its full name) is a six stage scrolling adventure which opens with Bart witnessing an alien invasion whilst confined to his room. The alien beings are taking over the bodies of local Springfield residents, so Bart jumps out of the window to single-handedly defeat their steadily plans by collecting the many scattered objects they need to overthrow Earth civilization - which oddly enough amount to balloons, pie things, and meat! In addition, to add variety to Bart's collection duties, a number of sub-games like the route

Ranging from rifle ranges and balloon popping skills during the *Cosmo* level to an alien-dodging skateboard sequence, there can be used to gain some money bonuses with which Bart can stock up on Cherry Bomb and Flacco supplies.

Springfield's many shopping malls, streets, and hotels are depicted as a series of horizontally-scrolling stages with Bart taking centre-stage (naturally). However, although the



backgrounds are large and colorful, Bart himself is a major disappointment and is so small as to be almost insignificant. Despite



# THE SIMPSONSG

(PART 4) THE GRACE ARGUMENTS

the diminutive size of Bart, though, Springfield is an attractive play area, which improves as the game is played through.

Bart starts the game with only a pair of 20-Play speeds to set him, and these, as with any other objects, are activated by collecting them from his inventory and pressing fire. Using these gloves transforms the play area into a dull mess of jagged lines, but also allows Bart to see any items wandering around disguised as humans. Once he has found one of the sneaky creatures, he can reveal them to their twisted form by jumping up and down on their heads. If, however, a normal Springfield resident is accused, this or Bart's three lives will be lost.

The Simpsons' NES origins give the game a rather poor look, with very little in the way of graphical finesse and even less in the game-play stakes. Although this is a good conversion of the Nintendo game and contains some nice but unutilized elements, the Amiga's superior capabilities have been virtually ignored and this makes the game look worse than it is. Collecting the objects in both tedious and frustrating and the peering items often appear from nowhere, resulting in the often unavoidable loss of a life.

It's by no means the worst I've seen, but there is a lot of wasted potential here. If this is the best Ocean can do with a potentially not licence, then they can set my shorts.

Steve Morris



Along the way, Bart can collect cherry bombs, spray paint and a subcut to aid his disruption of the glass invasion.

## BRAT'S ENTERTAINMENT!

The Simpsons lose the gaggle line in one place when the family TV set breaks. This is what the game is based on and played with the simplicity. But just give me one chance! — surely not, surely not, surely not. With the music currently going up over the peep-show line, several characters are shown appearing. For instance, Bart and the trouble maker is portrayed to be in the game. Obviously, he is a bit of a trouble maker, but he is the best of the best of Springfield's trouble, but that means I have him a challenge to be a just trouble maker.

Bart is a great and innocent in his life. He is a trouble maker, but he is the best of the best of Springfield's trouble, but that means I have him a challenge to be a just trouble maker.



### OCEAN £24.99

Age Cerebral What  
a wasted opportunity

GRAPHICS	47%
SOUND	70%
LASTABILITY	64%
PLAYABILITY	55%

OVERALL 63%





# T E N G O O D R E A S O N S T O U S E Y O U R I M A G I N A T I O N

CLASSIC  
INFOCOM  
INTERACTIVE  
FICTION IS  
BACK-AT AN  
IRRESISTIBLE  
PRICE

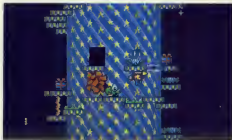
AVAILABLE ON  
PC, AMIGA & ST  
£9.99

**INFOCOM**  
FROM  
**MASTERTRONIC**

FOR FURTHER INFORMATION  
PLEASE CONTACT:  
CUSTOMER SERVICES  
VIRGIN MASTERTRONIC LTD  
16 PORTLAND ROAD  
LONDON W11 2LB  
TEL: 071-727 8070







# NEBULA

**A**s in the movie world, it is very rare that a game's sequel is actually better than the original. Take John Phillips' *Nebula*, for instance. Its unique rotational scrolling and additive gameplay breathed new life into the platform genre, making all other platform efforts look decidedly dull. It seemed unlikely that a sequel could possibly better it.

But by following the tried and tested method of

amphibian head, *Pogo*, the unenviable task of delivering a series of towers and placing an explosive at the top of each one.

This recipe for these unusual demolition duties was that the towers had been built illegally by an ecologically-unsound builder by the name of "Uncle", and had subsequently fouled up the crystal clear seas of *Pogo*'s home world. In the sequel, the entire planet is under siege from a vast set of alien-erected constructions built even by the unrepentant Uncle, and sporting even more hazards than before.

Adding insult to injury, a series of generators built by the planet's Government to supply solar power to the rest of the world have been subjugated by the evil builder and must be repaired between jobs. This allows the vertically-scrolling towers of the original to be updated, and a new series of reversed towers to be added.

On first sight, any new



Revised towers often appear to mock *Pogo*'s ally.

additions are scarcely notice-able. *Pogo* is beamed down into the base of the tower and, once again, the player is left to guide him to the top.

However, no sooner has the little green reptile taken his first falling steps than the first additions become apparent. The most obvious are the assorted enemies which are dotted throughout each stage. The Marlon bolls of the original have been

replaced with a series of more-fatal measures and more-intelligent skulls, porcupines, and the like. These are supported by a wide range of equally deadly platforms, which will disappear under *Pogo*'s feet or send him sliding into a nearby over-inflated zone.

The sheer number of hazards has nearly doubled, too, making *Pogo*'s quest even harder and much more frus-



expanding on the original in every conceivable direction. Dutch programmers, Infernal Bytes, have achieved the impossible and actually improved on Phillips' original.

The first game set its



# SCREEN SCENE



## TOWER 'BOUT THAT!

Towers are repeatedly made up of a series of platforms which Page must use as steps to the top. However, this pag-based test will show various a series of progress which will allow him to make a jump - but not a really really big jump up to almost to a higher level. And don't stay in there for too long as they react after a while.

**DIFFICULTY** - Increased as the frequency, then also the tower slightly. As the tower they can make progress appear to create a new one.

**REWARD** - There are within the tower a wide and gap and in each Page all the things. The only way there can be compared to with a jump, which can be used to the tower and.

**MOVING PLATFORMS** - Increased by each level on the top. Some are Page across previously impossible gaps.

**FAST PLATFORMS** - Some are as. Some there are as triangles and are a wide way up the tower. However, some other parts of the area, so use them when.

**SPRINGBOARDS** - These spring boards must Page before then the jump normally allow.

**MOVING PLATFORMS** - In some the Page must on them then they disappear. However, a certain one sometimes get use them to reach a small gap.

**MOVING PLATFORMS** - These are used to give and jump progress.

**FAST PLATFORMS** - These are used to give and jump progress. Page appears to have no other page to do.

21st CENTURY £25.99

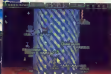
Infamous Bytes have come up with a genuine classic!

GRAPHICS	94%
SOUND	85%
LASTABILITY	87%
PLAYABILITY	86%

OVERALL 89%



The bonus games of the original have been enhanced and there are now three to play



Page is both dangerous and utilizes overflows at the bottom of the screen with a tiny mark about big have among the top.

# US II



being. However, fixed our pag-based friend in his back, the gifts have been scattered along his route and, when collected, can be added to his utility path. As items grace the path, revealing that which a line Page to pass through locked doors is a disease inside, and a Symbol which allows him to fly up and explore the forthcoming attractions.

One of the problems with the original Neolus was that,

if anything, it was a little over-difficult. Although the towers were evenly scaled, random elements and puzzles often sent Page hurtling to his doom and there was nothing the player could do. This latest version at the sequel, and it is every bit as annoying the second time.

With screen constraints to explore, some of the towers would have been barred with being slightly easier to get into. That said, once

progress is made and use to make of the new weapons, Neolus improves every bit as playable as the original - in fact, more so when the new puzzle element offered by locked doors and the like are found.

I do find it as perhaps a bit too difficult to progress and that the game play can prove rather hit or miss, but it is every bit as addictive (frustrating?) as its predecessor.

It also rates as one of the most graphically stunning games I have seen. From the rippling water at the bottom of the towers to the detailed markings on the buildings, the makers of the game is a real treat to look at with the Amiga's palette used to maximum effect.

The sound is also of a high standard, with each building boasting its own tune and supported by a full range of effects. An excellent game Neolus II is a worthwhile sequel and equally worthy of your attention.

Steve Merritt



## WIN A DJ SYSTEM!



THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DISCS, MIXER, 60 PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

**0898 404636**

## WIN A GAME GEAR!



**0898 404635**

## WIN AN AMIGA 500 SYSTEM!



**0898 404637**

## WIN A HONDA MOPED!



**0898 404638**

## WIN THIS INDY HEAT ARCADE MACHINE!

INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME! PLUS, WITH 14 DIFFERENT CIRCUITS TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THIS MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVING SEAT AND CALL NOW!



**0898 404633**

## WIN A RADIO CONTROL HONDA BIKE!

**0898 404639**



## POCKET THIS 6 FOOT POOL TABLE!



**0898 404634**

Calls cost 54p (cheap rate) and 44p (at all other times) per minute incl VAT. For winners list send SAE to: Popculture, PO Box 6 London, W19 6EH. Average call length is 5.5 minutes. Calls are made regardless of time of day. No prize without permission before you play.





# ALIEN STORM

**C**onversions of arcade games sound like a good idea on the face of it — you get a ready-made design, off the back of a big retail success from a major arcade manufacturer and guaranteed extra credits, of course, the game itself is a bit of a misfit, and *Alien Storm* is just that: the kind of coin-op which gets dumped out just to keep the production line busy until the next bigger console thing.

*Alien Storm* retools the standard alien-shooting-the-earth scenario. These particular aliens are not simply your teenage aggressive-fury extraterrestrials; they also have a habit of transforming themselves into everyday objects. This helps explain why, as the game begins, you are assaulted by a dash-bon with bananas.

The people entrusted with the handheld task of encoding the machines are a bunch of UFO apocryphists, according to the independently financed comic, set up late in the local burger

Cafe. What do these alien-ali-spawning marauders of destruction call themselves? Alien Stormers. That's what.

There's more of them. There's a farmhouse-sit-ing Amazon lashed into a red

jump suit, a bearded hunk named Gordon, and Goober, a rather odd-looking robot armed with what looks exactly like a string of sausages.

The game is divided into six missions each with a corresponding number of levels (that number six has six levels). This may sound like plenty of variation but is truthfully rapidly bled down to three fairly tedious segments which repeat themselves with monotonous regularity. *Storm* only has your Alien Stormer ripping into a variety of saucers from Popo and mofroffed beach eggs and they're all gone. *Storm* tries to set it a twi wheeze and takes the form of a straight-ahead shooting gallery that bears a passing resemblance to *Street Shooters* and which seems to go on interminably. Parity, there's the last shot across the screen, which looks as if everything has been caught up in a very strong gale.

Not much more good

a programmer you are I'd say anyone to transform this game into a portable game of action on the Amiga. You can't do much when there's nothing there to fix the first place. So while the graphics aren't bad they're fairly anything to get worked up about. What could have been done is to add on some impressive sound effects or a decent tune, because the main offer here is a pathetic keyboard dither which wouldn't pass the entrance exam at a school for the musically retarded.

*Alien Storm* is an incredibly average two-player game that's as disappointing to look at as it is to play.

Mike Parkinson



The game is made up of three basic sub-games, interrupted occasionally by the appearance of an end-of-level gothic-themed no-flying zone.



US \$14.95 / £7.95

Another handy coin-op conversion here to deliver 9

GRAPHICS	70%
SOUND	51%
LASTABILITY	55%
PLAYABILITY	56%

OVERALL 59%



# Micromail

20th Group Ltd, National Centre  
1st Floor, Broomfield House, Broomfield, Essex  
Tel: 0203 860771 • 8 Lines  
Fax: 0203 860770

**DEAL OF THE MONTH**  
Star X1024-10  
Pro Quality 24 Pin Colour  
1 Year Free Onsite Maintenance  
**£335 inc VAT**

**AMIGA 500 CLASSICS**  
Includes: 10th Anniversary  
Celebration Poster and the "AmigaWorld"  
"AmigaWorld" games, also includes 10th  
Anniversary pin badge.  
**£29.95 inc VAT**

**AMIGA 500 GRAND PACK**  
FULL SCREEN GEMS PLUS

10 Full Screen 1024x768 Full Screen Games  
10th Anniversary Celebration Poster  
10th Anniversary Pin Badge  
**£109 inc VAT**  
**1 MB Amiga £249 inc VAT**

**AMIGA 500 SCREEN GEMS**  
Includes 10th Anniversary Pin Badge

• Double clicker Book  
• Copy of "Amiga"  
• Screen saver  
**£29.95 inc VAT**  
**1 MB Amiga £249 inc VAT**

**BASIC AMIGA 500**  
FOUR 1000 PAGES INCLUDED

Books: "AmigaWorld" 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000, 1001, 1002, 1003, 1004, 1005, 1006, 1007, 1008, 1009, 1010, 1011, 1012, 1013, 1014, 1015, 1016, 1017, 1018, 1019, 1020, 1021, 1022, 1023, 1024, 1025, 1026, 1027, 1028, 1029, 1030, 1031, 1032, 1033, 1034, 1035, 1036, 1037, 1038, 1039, 1040, 1041, 1042, 1043, 1044, 1045, 1046, 1047, 1048, 1049, 1050, 1051, 1052, 1053, 1054, 1055, 1056, 1057, 1058, 1059, 1060, 1061, 1062, 1063, 1064, 1065, 1066, 1067, 1068, 1069, 1070, 1071, 1072, 1073, 1074, 1075, 1076, 1077, 1078, 1079, 1080, 1081, 1082, 1083, 1084, 1085, 1086, 1087, 1088, 1089, 1090, 1091, 1092, 1093, 1094, 1095, 1096, 1097, 1098, 1099, 1100, 1101, 1102, 1103, 1104, 1105, 1106, 1107, 1108, 1109, 1110, 1111, 1112, 1113, 1114, 1115, 1116, 1117, 1118, 1119, 1120, 1121, 1122, 1123, 1124, 1125, 1126, 1127, 1128, 1129, 1130, 1131, 1132, 1133, 1134, 1135, 1136, 1137, 1138, 1139, 1140, 1141, 1142, 1143, 1144, 1145, 1146, 1147, 1148, 1149, 1150, 1151, 1152, 1153, 1154, 1155, 1156, 1157, 1158, 1159, 1160, 1161, 1162, 1163, 1164, 1165, 1166, 1167, 1168, 1169, 1170, 1171, 1172, 1173, 1174, 1175, 1176, 1177, 1178, 1179, 1180, 1181, 1182, 1183, 1184, 1185, 1186, 1187, 1188, 1189, 1190, 1191, 1192, 1193, 1194, 1195, 1196, 1197, 1198, 1199, 1200, 1201, 1202, 1203, 1204, 1205, 1206, 1207, 1208, 1209, 1210, 1211, 1212, 1213, 1214, 1215, 1216, 1217, 1218, 1219, 1220, 1221, 1222, 1223, 1224, 1225, 1226, 1227, 1228, 1229, 1230, 1231, 1232, 1233, 1234, 1235, 1236, 1237, 1238, 1239, 1240, 1241, 1242, 1243, 1244, 1245, 1246, 1247, 1248, 1249, 1250, 1251, 1252, 1253, 1254, 1255, 1256, 1257, 1258, 1259, 1260, 1261, 1262, 1263, 1264, 1265, 1266, 1267, 1268, 1269, 1270, 1271, 1272, 1273, 1274, 1275, 1276, 1277, 1278, 1279, 1280, 1281, 1282, 1283, 1284, 1285, 1286, 1287, 1288, 1289, 1290, 1291, 1292, 1293, 1294, 1295, 1296, 1297, 1298, 1299, 1300, 1301, 1302, 1303, 1304, 1305, 1306, 1307, 1308, 1309, 1310, 1311, 1312, 1313, 1314, 1315, 1316, 1317, 1318, 1319, 1320, 1321, 1322, 1323, 1324, 1325, 1326, 1327, 1328, 1329, 1330, 1331, 1332, 1333, 1334, 1335, 1336, 1337, 1338, 1339, 1340, 1341, 1342, 1343, 1344, 1345, 1346, 1347, 1348, 1349, 1350, 1351, 1352, 1353, 1354, 1355, 1356, 1357, 1358, 1359, 1360, 1361, 1362, 1363, 1364, 1365, 1366, 1367, 1368, 1369, 1370, 1371, 1372, 1373, 1374, 1375, 1376, 1377, 1378, 1379, 1380, 1381, 1382, 1383, 1384, 1385, 1386, 1387, 1388, 1389, 1390, 1391, 1392, 1393, 1394, 1395, 1396, 1397, 1398, 1399, 1400, 1401, 1402, 1403, 1404, 1405, 1406, 1407, 1408, 1409, 1410, 1411, 1412, 1413, 1414, 1415, 1416, 1417, 1418, 1419, 1420, 1421, 1422, 1423, 1424, 1425, 1426, 1427, 1428, 1429, 1430, 1431, 1432, 1433, 1434, 1435, 1436, 1437, 1438, 1439, 1440, 1441, 1442, 1443, 1444, 1445, 1446, 1447, 1448, 1449, 1450, 1451, 1452, 1453, 1454, 1455, 1456, 1457, 1458, 1459, 1460, 1461, 1462, 1463, 1464, 1465, 1466, 1467, 1468, 1469, 1470, 1471, 1472, 1473, 1474, 1475, 1476, 1477, 1478, 1479, 1480, 1481, 1482, 1483, 1484, 1485, 1486, 1487, 1488, 1489, 1490, 1491, 1492, 1493, 1494, 1495, 1496, 1497, 1498, 1499, 1500, 1501, 1502, 1503, 1504, 1505, 1506, 1507, 1508, 1509, 1510, 1511, 1512, 1513, 1514, 1515, 1516, 1517, 1518, 1519, 1520, 1521, 1522, 1523, 1524, 1525, 1526, 1527, 1528, 1529, 1530, 1531, 1532, 1533, 1534, 1535, 1536, 1537, 1538, 1539, 1540, 1541, 1542, 1543, 1544, 1545, 1546, 1547, 1548, 1549, 1550, 1551, 1552, 1553, 1554, 1555, 1556, 1557, 1558, 1559, 1560, 1561, 1562, 1563, 1564, 1565, 1566, 1567, 1568, 1569, 1570, 1571, 1572, 1573, 1574, 1575, 1576, 1577, 1578, 1579, 1580, 1581, 1582, 1583, 1584, 1585, 1586, 1587, 1588, 1589, 1590, 1591, 1592, 1593, 1594, 1595, 1596, 1597, 1598, 1599, 1600, 1601, 1602, 1603, 1604, 1605, 1606, 1607, 1608, 1609, 1610, 1611, 1612, 1613, 1614, 1615, 1616, 1617, 1618, 1619, 1620, 1621, 1622, 1623, 1624, 1625, 1626, 1627, 1628, 1629, 1630, 1631, 1632, 1633, 1634, 1635, 1636, 1637, 1638, 1639, 1640, 1641, 1642, 1643, 1644, 1645, 1646, 1647, 1648, 1649, 1650, 1651, 1652, 1653, 1654, 1655, 1656, 1657, 1658, 1659, 1660, 1661, 1662, 1663, 1664, 1665, 1666, 1667, 1668, 1669, 1670, 1671, 1672, 1673, 1674, 1675, 1676, 1677, 1678, 1679, 1680, 1681, 1682, 1683, 1684, 1685, 1686, 1687, 1688, 1689, 1690, 1691, 1692, 1693, 1694, 1695, 1696, 1697, 1698, 1699, 1700, 1701, 1702, 1703, 1704, 1705, 1706, 1707, 1708, 1709, 1710, 1711, 1712, 1713, 1714, 1715, 1716, 1717, 1718, 1719, 1720, 1721, 1722, 1723, 1724, 1725, 1726, 1727, 1728, 1729, 1730, 1731, 1732, 1733, 1734, 1735, 1736, 1737, 1738, 1739, 1740, 1741, 1742, 1743, 1744, 1745, 1746, 1747, 1748, 1749, 1750, 1751, 1752, 1753, 1754, 1755, 1756, 1757, 1758, 1759, 1760, 1761, 1762, 1763, 1764, 1765, 1766, 1767, 1768, 1769, 1770, 1771, 1772, 1773, 1774, 1775, 1776, 1777, 1778, 1779, 1780, 1781, 1782, 1783, 1784, 1785, 1786, 1787, 1788, 1789, 1790, 1791, 1792, 1793, 1794, 1795, 1796, 1797, 1798, 1799, 1800, 1801, 1802, 1803, 1804, 1805, 1806, 1807, 1808, 1809, 1810, 1811, 1812, 1813, 1814, 1815, 1816, 1817, 1818, 1819, 1820, 1821, 1822, 1823, 1824, 1825, 1826, 1827, 1828, 1829, 1830, 1831, 1832, 1833, 1834, 1835, 1836, 1837, 1838, 1839, 1840, 1841, 1842, 1843, 1844, 1845, 1846, 1847, 1848, 1849, 1850, 1851, 1852, 1853, 1854, 1855, 1856, 1857, 1858, 1859, 1860, 1861, 1862, 1863, 1864, 1865, 1866, 1867, 1868, 1869, 1870, 1871, 1872, 1873, 1874, 1875, 1876, 1877, 1878, 1879, 1880, 1881, 1882, 1883, 1884, 1885, 1886, 1887, 1888, 1889, 1890, 1891, 1892, 1893, 1894, 1895, 1896, 1897, 1898, 1899, 1900, 1901, 1902, 1903, 1904, 1905, 1906, 1907, 1908, 1909, 1910, 1911, 1912, 1913, 1914, 1915, 1916, 1917, 1918, 1919, 1920, 1921, 1922, 1923, 1924, 1925, 1926, 1927, 1928, 1929, 1930, 1931, 1932, 1933, 1934, 1935, 1936, 1937, 1938, 1939, 1940, 1941, 1942, 1943, 1944, 1945, 1946, 1947, 1948, 1949, 1950, 1951, 1952, 1953, 1954, 1955, 1956, 1957, 1958, 1959, 1960, 1961, 1962, 1963, 1964, 1965, 1966, 1967, 1968, 1969, 1970, 1971, 1972, 1973, 1974, 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 212



# WIN A BURGLARY BONANZA FROM U.S. GOLD...

**U**S Gold are currently putting the finishing touches to their conversion of Capcom's add-on coin-op, *Bonanza Brothers*. Featuring two rather weird-looking burglars, the eponymous Brothers have been offered the chance to make their feature by infiltrating six spy bases and stealing key documents and objects. Their adventures take them across a series of surreal-looking buildings, which are inhabited by equally odd-looking policemen and security guards. Using stealth

and cunning, the two would-be Biffles can sneak behind doors, climb stairs and ladders to avoid detection, and even turn guards by sneaking a door in their face! The conversion is in the hands of Twilight, and elements from both the coin-op and the Megadrive version are being added to make the Amiga version a larger and more playable game.

To celebrate its forthcoming release, U.S. Gold are offering the chance for a lucky person to win a Video Walkman - just what you need when you're making out

your would-be victims before a raid. In addition, two city runners-up will receive a U.S. Gold goodie bag containing a T-shirt and a poster. All you have to do to be in with a chance of winning is to take a look at the picture of the two *Bonanza Brothers* below and invent a suitably witty comment.

Send your entry to *Bonanza Brothers* Compo, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC8R 3AJJ.

Entries should arrive before 31st October, 1991. Usual competition rules apply.

WIN THIS ▼



*Bonanza Brothers* Wild Win

Name

Address



ISSUE 8 JULY/AUGUST 1991 £1.95

# PC

# Leisure

The complete guide to PC entertainment

## SIM ANT

GET YOUR TEETH  
ROUND THIS  
WE TAKE THE  
FIRST LOOK

HEART  
OF  
CHINA  
FIRST  
REVIEW  
OF SIERRA'S  
LATEST EPIC

## PLUS

OUT  
NOW

in colour,  
the reviews  
ware  
grades for your PC  
set section

Where's your cover disk?  
Ask the newsagent!



## MARTIAN DREAMS

LIVE THE FANTASY  
READ THE REVIEW

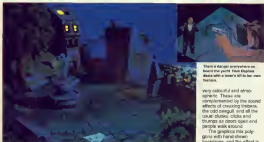
## DIAL A DISK

WE'VE GOT  
GAME DEMOS  
AND FULL  
GAMES - JUST  
A PHONE CALL  
AWAY!





# CRUISE *for a* CORPSE



Bay Ports is the meeting location, a time of adventure, suspense and intrigue. For Inspector Raoul Dussanier there's more intrigue than anything else—his hunt for the missing yacht *Karlshausen*.

**W**hen the invitation to spend a weekend on board the

*Karlshausen*—a luxury yacht belonging to millionaire French businessman Moline

Karlshausen arrived through Inspector Raoul Dussanier's intercom, naturally he was curious. Accepting the offer, he packed his bags and set sail. However, it transpired that his boat was rendered a day into the journey. Working out that the killer must still be on board, Raoul pretends to question the suspects, search the yacht for clues, and try to work out why the weekend turned into a *Cruise For A Corpse*.



Following on from its international success with *Future Wars* and *Operation Stealth*, the Cinematique system returns (in a somewhat different form) with a good old-fashioned murder mystery. French style. Right from the start it's obvious that this is a continental product—there's just something about the feel



of a French game that makes it different to anything else. The graphics are as stylish as ever: the music is truly magnificent, and the plot has more twists and turns than a Parisian backstreet. It's the graphics that impress the most. For the most part you are treated to some breathtaking backdrops, which are

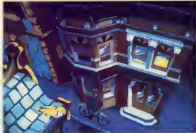
There's danger everywhere as board the yacht. But *Karlshausen* starts with a killer's left in his own hands.

very colourful and atmospheric. These are complemented by the sound effects of crashing timbers, the odd seagull, and all the usual clunks, clicks and thumps as doors open and people walk around.

The graphics mix polygons with hand-drawn backdrops, and the effect is stunning. Music has been used well too. Jean-Benoit (Dolphine's resident musician) has outdone himself with *Cruise*—combining the 1800s setting with the atmosphere of the sea perfectly. Every animation sequence has its own score and all are as good as each other. The special effects sound exactly like you'd expect them to, and add to the atmosphere.

Of course, *Cinematique* isn't all fancy graphics and sound, there's a control system in there which has undergone as much of a change as everything else. Gone is the old command menu with *Options* and *User* to control the game. Now, each object and person have their own menu mode





up from a database of verbs. A bottle, for example, would have "Take", "Examine", "Open" and "Close", while a typewriter would have "Take", "Examine", "Turn On" and "Turn Off". This allows for a lot more flexibility and makes it play as you can picture your actions more clearly than you could in the previous two titles. The only thing wrong with the system is its tendency to be a little finicky. To drink from a bottle you have to go through the whole sequence of opening it, examining it, and pouring from it. People have a slightly different attitude...

As your investigation progresses, you uncover clues, witness events, hear snippets of information, and can subsequently ask people more and more questions related to your findings. All this adds up to a really challenging adventure. Piecing together the clues is no easy task and you can be assured that there'll be plenty of role-taking. Unfortunately that's where the problem lies.

The plot is real Agatha Christie stuff, right down to the final gathering of the suspects in one room. Everyone has their own personality and more importantly their own murky background. With the end man out of the way, the officers are flaring up all over the place. Long lost relatives are turning up on the doorstep and everyone is



"You are probably wondering why I have gathered you all here. Once the yacht makes it into the port, it is time for the inspector to point his finger at the guilty party. Ready?"



## SCREEN SCENE



developing a motive, method and opportunity to have, can reflect the steadily dwindling

One really nice feature about uncovering clues like the flashback sequences instead of having about an event that took place, the Cinematique system lets up to its name and replays the event in steady black and white. That's just up there. For a Corps perfectly. Plenty of really nice features combined with an unusual plot control system and a really challenging plot. Gripping stuff.

David Cosby

US \$99.95 £25.95

Deep and complex murder with French polish

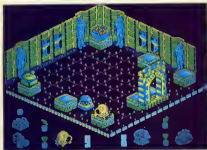
GRAPHICS	90%
SOUND	90%
STABILITY	92%
PLAYABILITY	85%

OVERALL 90%









Heads are going in integral part in the completion of puzzles. Simply by touching was any traps within a screen can be disabled. Here, the buttons, blocking the path along the door-like really in its tracks and when the platform on the bottom-right of the screen from landing when Mr Head jumps in to it. This then allows him to reach the doughnuts which enable him to enter any invisible obstacles.



# HEAD OVER

**W**hile we make no apologies for giving this more space than the normal budget reviews, as Cosan have set a new standard for our price rises. Listening to Joe Public's constant moaning about "how the rides are the best" Cosan have stepped into their impressive 8-bit black catalogue and have converted one of their classic titles. Originally written by Match Day maestro, John Horner and Steve Drummond, Head Over Heels was the spin-recorded attempt at the popular isometric adventure genre. Powered by Ultimate and their legendary Knight Lore and Alan 8 games, over the following years the 3D arena was chock-a-bloc with all manner of dress costumes to the Ultimate throne.

However, it was Horner

and Drummond's brilliant Batman and Head Over Heels that set the new standard. Drawing its name from its principle character, the Amiga version of Head Over Heels has been given the complete works, and the manuscript graphics of the Spectrum version have been upgraded to make use of the machine's basic sixteen colours. The result is a game that knicks the spots off any other arcade-adventure.

Set in the sprawling land of Blacktooth, both Head and Heels must locate a series of cocoons which will rid their world of the evil despot currently throwing it into chaos. These cocoons are scattered within the hundreds of rooms that make up the Empire, and using their assorted skills, both heroes must eventually team up to fight the good fight against

evil.

Each of Blacktooth's graphically stunning rooms contains a series of puzzles and objects, which must be solved and manipulated before our heroes may pass. To navigate these, both Head and Heels have specific abilities. The trumpet-faced Mr Head, for example, can protect himself by firing any collected doughnuts through his unusual scorchers, but his movement is restricted due to a severe lack of feet (however Mr Heels, a fine wicket-keeping fellow, scoots around at a fair pace on his paws, and can collect objects in his handbag!). By positioning Mr Head on Mr Heels' shoulders (though, the two creatures' special properties are united, existing as 'Super Domb' who can sit, jump fire and collect useful objects. On the

downside, though if the piggy backed heroes come a tapper, two lives are lost rather than the one when they are independent of each other.

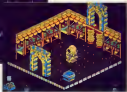
With its many tricks and traps, Head Over Heels can quite easily claim to be the best arcade-adventure the Amiga has seen. Blacktooth's really rooms are overflowing with puzzles, which range from creating a staircase from a series of blocks to getting a Cherub (a cross between Prince Charles and a Delft) with a peacock to bridge seemingly impassable gaps. In addition, teleports take the duo to deeper areas of the Blacktooth Empire which include graphically superb libraries and laboratories, all of which contain quality word materials. Graphically, the game is great, and the



# SCREEN SCENE



The key aim of the game, as well as the collection of the all-important crystals, is to route Head and Heels. Once this is achieved, their powers are effectively doubled with the power being able to both collect objects, protect themselves, and change direction mid-jump. However, on the downside, should the untold star come a cropper, these are lost as opposed to one.



# OVER HEELS

Amiga's processor makes for a far faster game than its 16-bit predecessors could handle. In addition, although not exactly world-shattering, the game's many dithers and effects have been faithfully recreated, adding to its



Many everything in the game is a word process masterpiece, from the spiffed floors to the many routes that inhabit the rooms,

## PAST MASTERS

Of the surviving 'old' companies, both G. S. Gold and Ocean have back catalogues crisscrossed with games just waiting to be updated to the Amiga. With Ocean leading the way with *Head Over Heels*, there was also a notice that two Portsmouth-based coders were buying themselves by converting *Beach Head*, *Head Over Heels*, and *Beach Head II* for G. S. Gold, but these never seem to materialise. In addition, Ocean were also providing such delights as Amiga versions of *Alpacas*, *Conker's School*, and *The Dr. Kong-Do*, but, despite several pages of advertising, these also never appeared. However, if *Head* is a success, then Ocean may give more thought to re-releasing and updating a few old games. Let's hope so.

turned atmosphere admirably. In releasing *Head Over Heels* after all this time — and on budget — Gold have taken a worthwhile risk which they have pulled off perfectly. *Head Over Heels* is a must for every Amiga owner, and could hopefully pave the way for some of the better past licenses and original products to eventually make it on to the Amiga.

DEAN C7.99

**An old classic gets updated and it's a better!**

GRAPHICS	79%
SOUND	61%
LASTABILITY	93%
PLAYABILITY	90%

**OVERALL 94%**



# BLADE WARRIOR



**I**t is time to roll the rusty chain mail and suit of armor to go clanking around the countryside looking for foes to slay again. In the golden days of yesteryear, the land of Joy was a happy and peaceful place to live. But, if current statistics always remained the same, what would we do for an exciting story line?

Enter *Murk*, an unusually character who, without a single good bone in his entire carcass. To do it to *Murk*, you must explore the fantastical world of *Blade Warrior*, slaying monsters on your travels. Your quest is to collect artifacts and spell ingredients in order to battle with wizards. They will help you to obtain the seven latest fragments to trade with the Sorcerer who can enhance your sword. And why go to all this trouble, you may ask? Like werewolves who can only be killed with a silver bullet, *Murk* can only be slain with an enchanted sword.

Your journey starts outside the tower from which you control the spirits which will aid you in the battle.

ahead. The labyrinthine web to traverse is only crossed with archways leading to different locations. It is very easy to lose your bearings, so making your own map is an extremely sensible thing to do. As a quick reference guide to your location, go to the Map Screen, which will keep you aware of the direction you are traveling in. Even more important, the map will show you the whereabouts of *Murk* who early starts around waiting to pounce on you!

The landscape is a night-mare mix of swamp and entangled forests. The graphics seem to draw a heavy influence from the animation or shadow puppets on the background and characters are black silhouettes. The monsters range from wolf-like gnomes to giant spiders. Each requires different attacking moves to destroy them. The best strategy is to move into the body of the beasties and launch an enthusiastic attack of over head slashes and low thrusts.

*Murk* looks at the water-

## KNIGHT ALL!

The image of the knight as a great fighter holds much courage, but is it true? Lots of armor could certainly protect the body from terrible blows of the mace and club. But once the knight was toppled over, he was rendered defenceless as the armor was so heavy that help was needed to get him upright. Another difficulty concerned bodily weakness. However, with a double-edged war coming towards an elderly knight, that was probably the least of his worries!



## HE AIN'T HEAVY

The heaviest creature in the world belongs to William Somerset, 3rd Earl of Worcester and was made in 1579. It weighed an amazing 37 lbs, which is the equivalent of carrying the largest species of monkey on your back!

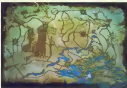


grows silently awaiting you to be off guard. Luckily, there is forewarning of his approach as the weather turns nasty and the sky turns red. The dragon with black scales surprisingly stays. A few light ring-spell shots and pawns with the nuptial and he is down. Unfortunately

the beast escapes from the crowd as he can only be withered off with the aforementioned enchanted sword.

Keep alert for spell ingredients which litter the ground among the dunes to which red fire frogs, skulls and helms. Once you have collected enough spell ingredients, go to the spell store and start casting over the cauldron. Up to 18 spells can be held in each spell slot (the Function keys). Once you run out of spells it's back to the laboratory to look up some more. Watch out Tommy Crocodile!

Visiting the seven wizards is not only an essential part of *Single Wonders* but also one of the most enjoyable sections. Entering the magnificent tower, you can converse or trade in spells or artifacts



about your trip into the spell chamber and research a lesson or two which will earn you the respect of the wizardry union. Otherwise, look into the crystal ball. **ABA the Magician** is just the wizard you need at this moment.

With *ABA the Magician*, these obstacles can be easily put to rest. Success is worth putting up with for without their help it is impossible to complete the arduous task ahead. Once your dealings with the onlookers are over, it's possible to hatch a bit of their dragons which will take you back to the home base. The role here takes on the attributes of a shoot 'em up as you must kill the harpies that plague you on the journey. *Single Wonders* is an exciting addition to the adventure genre. The gameplay is lively and enhanced by the sounds of battles and clanking of the swordfight. On the sentimental side, the silhouettes effect tends to become monotonous and a slightly disconcerting as one never sees the characters faces in detail. However, a very lively and entertaining romp in a mythical land where things go bump in the night.

Steve Keating



Spells go into the spell jar. Keep an eye on the moon when you're in the spell jar. It's a dangerous world out there.



Once you're in the spell jar, keep an eye on the moon when you're in the spell jar. It's a dangerous world out there.



The character *ABA the Magician* is just the wizard you need at this moment. Otherwise, look into the crystal ball.



Spells go into the spell jar. Keep an eye on the moon when you're in the spell jar. It's a dangerous world out there.

MINISOFT £25.00

A great and party adventure for adventure fans

GRAPHICS	86%
SOUND	80%
LASTABILITY	82%
PLAYABILITY	83%

OVERALL 84%



# SUBSCRIBE TO <sup>CU</sup> AMIGA AND GET FREE SOFTWARE

Welcome to the **BETTER CU AMIGA** – the best Amiga magazine just got better! **CU AMIGA** now brings you all the coverage in hardware and applications packages that any enthusiast needs, plus the very best in red hot games.

The even better **CU AMIGA** now brings you an even better subscription offer! The offer aims to give you value for money, an easy way to regularly receive your favourite magazine, and a **FREE** software gift, thanks to our friends at **USE SOFT**.

This sounds too good to be true, doesn't it? Well read on . . .

- \* Get 12 issues of **CU AMIGA**, the complete guide to the Amiga, delivered direct to your door and we'll pay the postage! This means never having to trudge down to your local newsagents for your copy again.
- \* Ensure you never miss out on all the vital information which only **ghive** you – and impress your friends with it!
- \* Choose from some **SMASH USE SOFT** games – which can be yours absolutely **FREE!**
- \* Save yourself the cost of a full price game, between £19 and £25!!!



If you take out a subscription for 12 issues (only £29.95) or 24 issues (only £57.50) you can choose one of the following **USE SOFT** games **FREE!**

**MORTVILLE MANOR**

**FULL BLAST**

**IRON LORD**

**PRO TENNIS TOUR 1**

**PRO TENNIS TOUR 2**

**JUPITER'S MASTER DRIVE**

**UNREAL**

**RAT**

NB: The free software offer is available to UK RESIDENTS ONLY  
Your software choice will be free at the opportunity to your first magazine, please  
state all orders for clarity.







## EUROPEAN SUMMARY

12 issues (UK Residents only)	£26.95
12 issues (All Europe)	£28.00
12 issues (Rest Of The World)	£62.00
24 issues (UK Residents only)	£57.00
24 issues (All Europe)	£58.00
24 issues (Rest Of The World)	£125.00

We suggest that overseas orders pay by International Money Order.

Please your order by completing the coupon, or by sending your details on a postcard to CU editorial, Subscription Department, or by our special 24 order hot line 01 2646 4 00 00.

Subscribers: If you want a complete checklist with your subscription, you may receive it as long as you return a prepayment for all unexpired copies.



## TO : CU AMIGA SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE5 0AA

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POST CODE \_\_\_\_\_

I would like a subscription for **12 ISSUES** ☐ (please tick box)

I would like a subscription for **24 ISSUES** ☐ (please tick box)

Please start my subscription with the \_\_\_\_\_ (enter month/year of CU AMIGA)

I would like the following **FREE** game(s) (please tick box - see only comments)

Play Tennis Four 1 (source code: 0044) ☐ Matchless Motor (source code: 0041) ☐

Play Tennis Four 2 (source code: 0045) ☐ Jupiter's Miner (source code: 0002) ☐

Iron Lord (source code: 0043) ☐ Claret (source code: 0047) ☐

Full Blast (source code: 0042) ☐ 847 (source code: 0046) ☐

I enclose a cheque/postal order made payable to CUAMAP (SAGE) Ltd. \_\_\_\_\_

Please charge £ \_\_\_\_\_ to my Access/VISA/Debit/MAEX (please delete as appropriate)

Card number \_\_\_\_\_

Expiry date \_\_\_\_\_

Signature \_\_\_\_\_

**CU AMIGA**

Money and coupon to: Alan Watts International, Memberhip House, Farnham Road, Marlow, Berkshire, Leicestershire, LE13 0BB. Tel: 0264 4 00 00



# AMIGA 500 MAMMOTH 1/2 MEG UPGRADE

LATEST DESIGN INCORPORATES 'CHIPMEN' OPTION AT NO EXTRA COST!

- Increases computer memory from standard 1/1 megabyte to 1 megabyte
- Includes double switch/incorporates high quality silver coated pin connector
- 16 bit technology
- Fit in minutes
- Direct replacement of Commodore A501 expansion
- Includes 'CHIPMEN OPTION' - Phone for details
- 12 months warranty
- In stock now!

**£29.00**

Pump includes VAT and post and packing

Tel: 0582 491949



Send order with payment to:

**WTS ELECTRONICS LTD, Chaul End Lane, Luton, Beds LU4 8EZ**



## AMIGA REPAIRS JUST £44.95 inc.



- Commodore registered repair centre
- Over 10 years experience with Commodore computers
- 20 qualified technician engineers at your disposal
- We will undertake to repair your Amiga 500-computer for just £44.95 including parts, labour, VAT and post & packing
- Most computers should be repaired within 24 hours of booking in
- Prices include full service check, overhaul, seal-test and replacement of power supply unit if necessary
- Repairs to keyboard and disk drive also included (£25 extra if these units are irreparable and require complete replacement)
- All repairs covered by a 90 day warranty



Upgrade your Amiga 500 with up to 1MB of memory for just £29.00

**SPECIAL EXCLUSIVE OFFER:**

£44.95 includes complete service, 12 months warranty for repair, excluding consumables. (Excludes Amiga 500+ and Amiga 600). We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing.

Please to take advantage of this exclusive offer, simply send or hand deliver your machine to the workshop within desired time, awaiting payment and then collect and we will do the rest. If possible please include a daytime telephone number and fax/disk connection.

\*If you require 24 hour service to save time, please call 13 and your computer will be sent back by express parcel post.

**WTS ELECTRONICS LTD**

STUDY BLVD BLVD

CHAUL END LANE

LUTON, BEDS, LU4 8EZ

Telephone (0582) 491949 - (4 lines)

WTS is a service designed to allow customers that have equipment not repaired with us to send it to a local serviceable dealer.



**S**ome things never change and maybe we should all be truly grateful that there are these inescapable laws which govern things. That way you always know what's next and going to fall at their feet—just as glory beckons. That dog always runs on the pavement outside your front door and that arcade manufacturer will continue to churn out this kind of game until the sun ceases to rise over their arcadeskyscrapers.

Listen to the girl and see if you can recognize it. A major's daughter is kidnapped by floods in rough tough Metro City and he sets out to rescue her by beating the living daylight out of everyone who crosses his path. But there are some remarkable imaginative beliefs in this modern coin-up myth (line that the mayor is an ex-detective with a ring of wild pig smaller moves, hero that he has a couple of teeny mooks called Cody and Guy who are both martial arts experts and there is, well that's it) is absent.

Indeed, *Final Fight* looks impressive with big fat sprites and some excellent back grounds, particularly the rain beats on stage two with its swirling big stripes which really give the impression of speed as you

move through the cartages.

There are six stages of action which move through the city's variety of places and water-houses to the subway. The optional Wild Code (you know it's optional because the character lay into each other in front of restaurants) the city's mafia hit sector and an urban area composed of narrow streets and hotels one of which contains the kidnapped Jessica. Jumping for some reason is far unnecessary.

The real problem with this game is not that you've seen the action before—it's face it if that were a problem then we'd all have stopped playing these games years ago—but that it's not good enough. The characters are limited to a few moves suggested occasionally when you pick up a weapon like a knife, or a piece of

pipe. It's not just the small amount of moves you can put but the completely detached feel as you have while implementing them that really makes *Final Fight* decidedly average. The sprite detection is loose enough for you to simply move around a lot and pull off the most drastic, the fact you have to take out the opponents. All the hidden objects, food items for extra points, and weapons (thrown throughout the game) can't make up for the lack of parody.

*Final Fight* follows a long line of reasonable beat 'em ups like *Double Dragon* and *Dragon Ridge*. While some of these can seriously leave left a lot to be desired, *Final Fight* is certainly no better.

Max Pollard

OCEAN C25.00

Score first before beat 'em up action

GRAPHICS	87%
SOUND	57%
LASTABILITY	58%
PLAYABILITY	66%

OVERALL 60%



Along the way (right) it can pick up useful items and weapons.



Every couple of levels a larger opponent must be beaten before you can progress. Watch out also for the rain-soaked non-fighting enemies in the later sections.





# K.G. Leisure....

Telephone Orders Enquiries

0443 862127

Mon - Sat

...we make it easy for you!...

All prices include VAT. All orders sent by 1st class post



## The Games Room

Amiga 500		£129.00	
Amiga 500+ software systems			
Amiga 500+ 1M	£139.00	Amiga 500+ 1M (2M)	£149.00
Amiga 500+ 2M	£149.00	Amiga 500+ 2M (4M)	£159.00
Amiga 500+ 4M	£159.00	Amiga 500+ 4M (8M)	£169.00
Amiga 500+ 8M	£169.00	Amiga 500+ 8M (16M)	£179.00
Amiga 500+ 16M	£179.00	Amiga 500+ 16M (32M)	£189.00
Amiga 500+ 32M	£189.00	Amiga 500+ 32M (64M)	£199.00
Amiga 500+ 64M	£199.00	Amiga 500+ 64M (128M)	£209.00
Amiga 500+ 128M	£209.00	Amiga 500+ 128M (256M)	£219.00
Amiga 500+ 256M	£219.00	Amiga 500+ 256M (512M)	£229.00
Amiga 500+ 512M	£229.00	Amiga 500+ 512M (1024M)	£239.00
Amiga 500+ 1024M	£239.00	Amiga 500+ 1024M (2048M)	£249.00
Amiga 500+ 2048M	£249.00	Amiga 500+ 2048M (4096M)	£259.00
Amiga 500+ 4096M	£259.00	Amiga 500+ 4096M (8192M)	£269.00
Amiga 500+ 8192M	£269.00	Amiga 500+ 8192M (16384M)	£279.00
Amiga 500+ 16384M	£279.00	Amiga 500+ 16384M (32768M)	£289.00
Amiga 500+ 32768M	£289.00	Amiga 500+ 32768M (65536M)	£299.00
Amiga 500+ 65536M	£299.00	Amiga 500+ 65536M (131072M)	£309.00
Amiga 500+ 131072M	£309.00	Amiga 500+ 131072M (262144M)	£319.00
Amiga 500+ 262144M	£319.00	Amiga 500+ 262144M (524288M)	£329.00
Amiga 500+ 524288M	£329.00	Amiga 500+ 524288M (1048576M)	£339.00
Amiga 500+ 1048576M	£339.00	Amiga 500+ 1048576M (2097152M)	£349.00
Amiga 500+ 2097152M	£349.00	Amiga 500+ 2097152M (4194304M)	£359.00
Amiga 500+ 4194304M	£359.00	Amiga 500+ 4194304M (8388608M)	£369.00
Amiga 500+ 8388608M	£369.00	Amiga 500+ 8388608M (16777216M)	£379.00
Amiga 500+ 16777216M	£379.00	Amiga 500+ 16777216M (33554432M)	£389.00
Amiga 500+ 33554432M	£389.00	Amiga 500+ 33554432M (67108864M)	£399.00
Amiga 500+ 67108864M	£399.00	Amiga 500+ 67108864M (134217728M)	£409.00
Amiga 500+ 134217728M	£409.00	Amiga 500+ 134217728M (268435456M)	£419.00
Amiga 500+ 268435456M	£419.00	Amiga 500+ 268435456M (536870912M)	£429.00
Amiga 500+ 536870912M	£429.00	Amiga 500+ 536870912M (1073741824M)	£439.00
Amiga 500+ 1073741824M	£439.00	Amiga 500+ 1073741824M (2147483648M)	£449.00
Amiga 500+ 2147483648M	£449.00	Amiga 500+ 2147483648M (4294967296M)	£459.00
Amiga 500+ 4294967296M	£459.00	Amiga 500+ 4294967296M (8589934592M)	£469.00
Amiga 500+ 8589934592M	£469.00	Amiga 500+ 8589934592M (17179869184M)	£479.00
Amiga 500+ 17179869184M	£479.00	Amiga 500+ 17179869184M (34359738368M)	£489.00
Amiga 500+ 34359738368M	£489.00	Amiga 500+ 34359738368M (68719476736M)	£499.00
Amiga 500+ 68719476736M	£499.00	Amiga 500+ 68719476736M (137438953472M)	£509.00
Amiga 500+ 137438953472M	£509.00	Amiga 500+ 137438953472M (274877906944M)	£519.00
Amiga 500+ 274877906944M	£519.00	Amiga 500+ 274877906944M (549755813888M)	£529.00
Amiga 500+ 549755813888M	£529.00	Amiga 500+ 549755813888M (1099511627776M)	£539.00
Amiga 500+ 1099511627776M	£539.00	Amiga 500+ 1099511627776M (2199023255552M)	£549.00
Amiga 500+ 2199023255552M	£549.00	Amiga 500+ 2199023255552M (4398046511104M)	£559.00
Amiga 500+ 4398046511104M	£559.00	Amiga 500+ 4398046511104M (8796093022208M)	£569.00
Amiga 500+ 8796093022208M	£569.00	Amiga 500+ 8796093022208M (17592186044416M)	£579.00
Amiga 500+ 17592186044416M	£579.00	Amiga 500+ 17592186044416M (35184372088832M)	£589.00
Amiga 500+ 35184372088832M	£589.00	Amiga 500+ 35184372088832M (70368744177664M)	£599.00
Amiga 500+ 70368744177664M	£599.00	Amiga 500+ 70368744177664M (140737488355328M)	£609.00
Amiga 500+ 140737488355328M	£609.00	Amiga 500+ 140737488355328M (281474976710656M)	£619.00
Amiga 500+ 281474976710656M	£619.00	Amiga 500+ 281474976710656M (562949953421312M)	£629.00
Amiga 500+ 562949953421312M	£629.00	Amiga 500+ 562949953421312M (1125899906842624M)	£639.00
Amiga 500+ 1125899906842624M	£639.00	Amiga 500+ 1125899906842624M (2251799813685248M)	£649.00
Amiga 500+ 2251799813685248M	£649.00	Amiga 500+ 2251799813685248M (4503599627370496M)	£659.00
Amiga 500+ 4503599627370496M	£659.00	Amiga 500+ 4503599627370496M (9007199254740992M)	£669.00
Amiga 500+ 9007199254740992M	£669.00	Amiga 500+ 9007199254740992M (18014398509481984M)	£679.00
Amiga 500+ 18014398509481984M	£679.00	Amiga 500+ 18014398509481984M (36028797018963968M)	£689.00
Amiga 500+ 36028797018963968M	£689.00	Amiga 500+ 36028797018963968M (72057594037927936M)	£699.00
Amiga 500+ 72057594037927936M	£699.00	Amiga 500+ 72057594037927936M (144115188075855872M)	£709.00
Amiga 500+ 144115188075855872M	£709.00	Amiga 500+ 144115188075855872M (288230376151711744M)	£719.00
Amiga 500+ 288230376151711744M	£719.00	Amiga 500+ 288230376151711744M (576460752303423488M)	£729.00
Amiga 500+ 576460752303423488M	£729.00	Amiga 500+ 576460752303423488M (1152921504606846976M)	£739.00
Amiga 500+ 1152921504606846976M	£739.00	Amiga 500+ 1152921504606846976M (2305843009213693952M)	£749.00
Amiga 500+ 2305843009213693952M	£749.00	Amiga 500+ 2305843009213693952M (4611686018427387904M)	£759.00
Amiga 500+ 4611686018427387904M	£759.00	Amiga 500+ 4611686018427387904M (9223372036854775808M)	£769.00
Amiga 500+ 9223372036854775808M	£769.00	Amiga 500+ 9223372036854775808M (18446744073709551616M)	£779.00
Amiga 500+ 18446744073709551616M	£779.00	Amiga 500+ 18446744073709551616M (36893488147419103232M)	£789.00
Amiga 500+ 36893488147419103232M	£789.00	Amiga 500+ 36893488147419103232M (73786976294838206464M)	£799.00
Amiga 500+ 73786976294838206464M	£799.00	Amiga 500+ 73786976294838206464M (147573952589676412928M)	£809.00
Amiga 500+ 147573952589676412928M	£809.00	Amiga 500+ 147573952589676412928M (295147905179352825856M)	£819.00
Amiga 500+ 295147905179352825856M	£819.00	Amiga 500+ 295147905179352825856M (590295810358705651712M)	£829.00
Amiga 500+ 590295810358705651712M	£829.00	Amiga 500+ 590295810358705651712M (1180591620717411303424M)	£839.00
Amiga 500+ 1180591620717411303424M	£839.00	Amiga 500+ 1180591620717411303424M (2361183241434822606848M)	£849.00
Amiga 500+ 2361183241434822606848M	£849.00	Amiga 500+ 2361183241434822606848M (4722366482869645213696M)	£859.00
Amiga 500+ 4722366482869645213696M	£859.00	Amiga 500+ 4722366482869645213696M (9444732965739290427392M)	£869.00
Amiga 500+ 9444732965739290427392M	£869.00	Amiga 500+ 9444732965739290427392M (18889465931478580854784M)	£879.00
Amiga 500+ 18889465931478580854784M	£879.00	Amiga 500+ 18889465931478580854784M (37778931862957161709568M)	£889.00
Amiga 500+ 37778931862957161709568M	£889.00	Amiga 500+ 37778931862957161709568M (755578637259143375187087900672M)	£899.00
Amiga 500+ 755578637259143375187087900672M	£899.00	Amiga 500+ 755578637259143375187087900672M (151115727451828675187087900672M)	£909.00
Amiga 500+ 151115727451828675187087900672M	£909.00	Amiga 500+ 151115727451828675187087900672M (302231454903657350374175801344M)	£919.00
Amiga 500+ 302231454903657350374175801344M	£919.00	Amiga 500+ 302231454903657350374175801344M (604462909807314700748351602688M)	£929.00
Amiga 500+ 604462909807314700748351602688M	£929.00	Amiga 500+ 604462909807314700748351602688M (1208925819614629174706703205376M)	£939.00
Amiga 500+ 1208925819614629174706703205376M	£939.00	Amiga 500+ 1208925819614629174706703205376M (2417851639229258349412304082305024M)	£949.00
Amiga 500+ 2417851639229258349412304082305024M	£949.00	Amiga 500+ 2417851639229258349412304082305024M (483570327845851669882470411213824M)	£959.00
Amiga 500+ 483570327845851669882470411213824M	£959.00	Amiga 500+ 483570327845851669882470411213824M (96714065569170333976495082535043072M)	£969.00
Amiga 500+ 96714065569170333976495082535043072M	£969.00	Amiga 500+ 96714065569170333976495082535043072M (193428131138340667952990165070086144M)	£979.00
Amiga 500+ 193428131138340667952990165070086144M	£979.00	Amiga 500+ 193428131138340667952990165070086144M (386856262276681335905980320140172288M)	£989.00
Amiga 500+ 386856262276681335905980320140172288M	£989.00	Amiga 500+ 386856262276681335905980320140172288M (7737125245533626718119606402803456M)	£999.00
Amiga 500+ 7737125245533626718119606402803456M	£999.00	Amiga 500+ 7737125245533626718119606402803456M (154742504910672534362304564822427648M)	£1009.00
Amiga 500+ 154742504910672534362304564822427648M	£1009.00	Amiga 500+ 154742504910672534362304564822427648M (309449143727040986586495598010130916864M)	£1019.00
Amiga 500+ 309449143727040986586495598010130916864M	£1019.00	Amiga 500+ 309449143727040986586495598010130916864M (61889828745408197317299119602026183728M)	£1029.00
Amiga 500+ 61889828745408197317299119602026183728M	£1029.00	Amiga 500+ 61889828745408197317299119602026183728M (123779657490816394634598239204052367456M)	£1039.00
Amiga 500+ 123779657490816394634598239204052367456M	£1039.00	Amiga 500+ 123779657490816394634598239204052367456M (247559314981632789269196478408104734912M)	£1049.00
Amiga 500+ 247559314981632789269196478408104734912M	£1049.00	Amiga 500+ 247559314981632789269196478408104734912M (495118629963265578538392956816209469824M)	£1059.00
Amiga 500+ 495118629963265578538392956816209469824M	£1059.00	Amiga 500+ 495118629963265578538392956816209469824M (990237259926531157076785913632389139648M)	£1069.00
Amiga 500+ 990237259926531157076785913632389139648M	£1069.00	Amiga 500+ 990237259926531157076785913632389139648M (1980474519853062314153571827264778279296M)	£1079.00
Amiga 500+ 1980474519853062314153571827264778279296M	£1079.00	Amiga 500+ 1980474519853062314153571827264778279296M (3960949039706124628307143654529556558592M)	£1089.00
Amiga 500+ 3960949039706124628307143654529556558592M	£1089.00	Amiga 500+ 3960949039706124628307143654529556558592M (7921898079412249256614287309059113171184M)	£1099.00
Amiga 500+ 7921898079412249256614287309059113171184M	£1099.00	Amiga 500+ 7921898079412249256614287309059113171184M (15843796158824498513228574618118226342368M)	£1109.00
Amiga 500+ 15843796158824498513228574618118226342368M	£1109.00	Amiga 500+ 15843796158824498513228574618118226342368M (31687592317648997026457149236236452684736M)	£1119.00
Amiga 500+ 31687592317648997026457149236236452684736M	£1119.00	Amiga 500+ 31687592317648997026457149236236452684736M (63375184635297994052914298472472905369472M)	£1129.00
Amiga 500+ 63375184635297994052914298472472905369472M	£1129.00	Amiga 500+ 63375184635297994052914298472472905369472M (126750369270595988105828596944945810738944M)	£1139.00
Amiga 500+ 126750369270595988105828596944945810738944M	£1139.00	Amiga 500+ 126750369270595988105828596944945810738944M (253500738541191976211657193889891614677888M)	£1149.00
Amiga 500+ 253500738541191976211657193889891614677888M	£1149.00	Amiga 500+ 253500738541191976211657193889891614677888M (507001477082383952423314387779783229355776M)	£1159.00
Amiga 500+ 507001477082383952423314387779783229355776M	£1159.00	Amiga 500+ 507001477082383952423314387779783229355776M (10140029541647679048466287558018755819025268736M)	£1169.00
Amiga 500+ 10140029541647679048466287558018755819025268736M	£1169.00	Amiga 500+ 10140029541647679048466287558018755819025268736M (202800590832953580969325755111913291742304M)	£1179.00
Amiga 500+ 202800590832953580969325755111913291742304M	£1179.00	Amiga 500+ 202800590832953580969325755111913291742304M (405601181665907161938651510223826582844608M)	£1189.00
Amiga 5			





# the EXECUTIONER

**W**hat was the last truly original game you've played? Think hard. *Sift City*? *Populous* perhaps? What about *Gloves*? Personally, I would go for *Space Invaders*. How about *The Executioner*? It's a new concept in quality arcade games: *Round* existing and *too good to be true*? And, of course, it is.

Put simply, the game plan is to fly from planet to planet collecting parts of an electronic key. Once found, you must then confront the evil leaders of the Gargashites, whoever they might be, and look magnificent!

From an overview of the whole galaxy you select which planets you wish to explore. In an arable droid, equipped with a laser, you have to find and activate a transmitter pod, collect fuel, and capture enemy pilots or wanted people.

There's also a trade trading element where you can dock at a shop and sell or trade captives to gain money with which to buy

extra weapons and extra fuel.

Captives can also be questioned or tortured for information.

It takes a few moments to learn how to control your arable droid, drop down to the planet, turn quickly to blast the aliens who fire at you, or drop down gently to the surface for fuel or captives. Unfortunately, there's no zip to the game and very little zap. The action is slow and rather pedestrian.

The planet landscapes are quite pretty and the musical introduction to the game is quite impressive. It's a pity the skills used to create them could not have been grafted



onto a more original game. There are really too many better games to buy with your money.

Sorry, but that's not why *The Executioner* is a killer. **Paul Doughton**

The people behind *The Executioner* are now making the arcade. Design is credited to the mysterious David Gantz.

programming is by Andrew Pines, graphics by Steve Cambridge and music by Doug Bock. Although this game doesn't get the CD badge that's supposed to mean you've got the best before edition, it's a killer. The best project should be with the best original.

## ON THE CHOPPING BLOCK

*The Executioner* is as tough as *Final*, *Overlord*, *Chapman* and *Star*. Perhaps, perhaps, with some extra help and reduction but eventually the same. There's absolutely nothing wrong with taking a great idea, improving and developing it. But with this game it's hard to see where the improvements have been carried out. They're not, especially where you least want them. The other games improved this time, such as *Final*, *Overlord* and *Star*. *Chapman*. All these have taken a third and fourth game forward and pushed it one step further by improving the gameplay, and adding something fresh and exciting.

## MARK 525.00

Slow and careful action with life

GRAPHICS	65%
SOUND	66%
STABILITY	58%
PLAYABILITY	60%

OVERALL 62%